AUDYA

advanced music station

USER MANUAL

KETRON

IMPORTANT SAFETY PRECAUTIONS

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The lightning flash with arrowhead symbol, within equilateral triangle, is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

This appliance has a serial number located on the rear panel. Please record the model name and the serial number and retain them for your records.

Model name _____

Serial number _____

WARNING: TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

CE Marking Information

a) Applicable electromagnetic environment: E4
b) Peak inrush current: 15 A

1 Read these instructions.

2 Keep these instructions.

3 Heed all warnings.

4 Follow all instructions.

5 Do not use this apparatus near water.

6 Clean only with dry cloth.

7 Do not block any ventilation openings. Install in accordance by using the manufacturer’s instructions.

8 Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

9 Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10 Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

11 Only use attachments/accessories specified by the manufacturer.

12 Use only by using the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold by using the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

13 Unplug this apparatus during lightning storms or when unused for long periods of time.

14 Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

IMPORTANT SAFETY PRECAUTIONS

- Do not expose this apparatus to drips or splashes.
- Do not place any objects filled with liquids, such as vases, on the apparatus.
- Do not install this apparatus in a confined space such as a book case or similar unit.
- The apparatus should be located close enough to the AC outlet so that you can easily grasp the power cord plug at any time.
- The main plug is used as the disconnect device; the disconnect device shall remain readily operable.
- An apparatus with Class I construction shall be connected to an AC outlet with a protective grounding connection.
- Excessive sound pressure from earphones and headphones can cause hearing loss.
- The apparatus draws nominal non-operating power from the AC outlet with its STANDBY/ON in the Standby position.
- No live flame, like candles lights, must be placed on this apparatus.

For European Users

Disposal of old appliance

1 When this crossed-out wheeled bin symbol is attached to a product it means the product is covered by the European Directive 2002/96/EC.

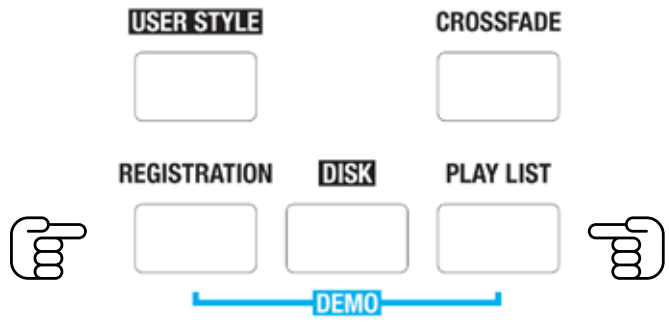
2 All electrical and electronic products should be disposed of separately from the municipal waste stream via designated collection facilities appointed by the government or the local authorities.

3 The correct disposal of your old appliance will help prevent potential negative consequences for the environment and human health.

4 For more detailed information about disposal of your old appliance, please contact your city office, waste disposal service or the shop where you purchased the product.

Playing the DEMO songs

1. ***Press the REGISTRATION and PLAY LIST buttons simultaneously.***
2. ***By using the buttons from F1 to F10 (to the right and to left of the display) select one of the 10 demo songs displayed on the current page.***
3. ***By using the DATA/VALUE wheel you can scroll various pages of demo songs.***
4. ***Use the START/STOP button for start or stop the playback of the current song.***
5. ***Press either the REGISTRATION or the PLAY LIST buttons to exit the DEMO mode.***



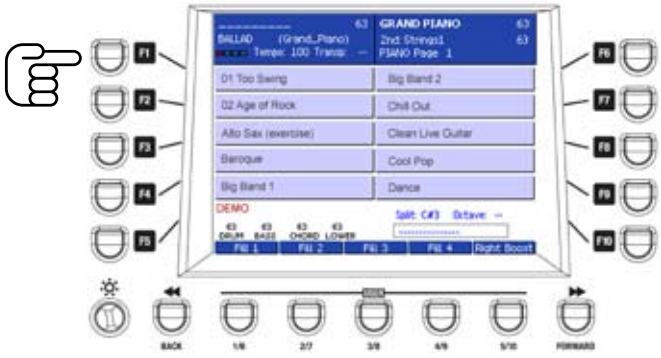


Table of contents

Introduction 5
Main features 5
Top panel 6
Rear panel 7
USB connectors on the front side 7
AUDIO connections 8
Connections 8
MIDI connection 9
VIDEO connection 10
USB connection 10
Display and function keys 12
Display 12
F1, F2, F3, F9 and F10 function buttons 12
User buttons 13
Arranger Conductor buttons 13
Selecting voices 14
Selecting voices 14
Selecting the Style 17
Selecting styles 17
Play Control 18
Play Control 18
Mixer 20
Mixer 20
Player 21
Player 21
Voicetron 25
Voicetron 25
Master 27
Master 27
Main View 28
Main View 28
Autoswitch Time 29
Main View description 30
MIDI Player (MAIN VIEW) 32
WAVE Player (MAIN VIEW) 33
MP3/SFX Player (MAIN VIEW) 34
DJ LOOP Player (MAIN VIEW) 35
Program 36
Program 36
Registration 46
Play List 50
Key Tunes 51
Double, Harmony 52
Style View 53
Audio Style Modeling 55
The Audio Style Modeling sections 56
Style Mode 59
GM Part 65
Drum Mixer 68
Drum Set 71
Drawbars 73
RAM Ins / Supersolo 74
Voice List 75
Menu 76
Menu 76
MIDI Remix 102
Voicetron 104
Search (Main View) 112
User Assignable 113
User Styles 114
User Styles 114
MSP Function 115
MSP 115
Text Scrolling 115
Disk 118
Disk 118
USB drive 119
Search 119
Drive USB, Search 119
Technical tables 119
GM Voices 120
Drum Set 122
Audio Drum 123
Groove Bank (Drum 2) 125
Bass Bank 127
Arp & Licks 128
Live Guitar 129
AUDYA FACTORY STYLES 130
Drum Set 133
MIDI Implementation 150
Control Change 151
Non Registered Parameter Numbers 152
Specifications 159
Technical data 159

Thank you for purchasing **Ketron Audya Advanced Music Station**. In this “User Manual” you can find the descriptions of all the main functions to get started by using the keyboard. Before using the unit, we strongly recommend you to read this manual thoroughly to ensure that you understand the operation of its many useful and convenient functions. After you have finished reading this manual, please keep it in a safe place for future reference.

Main features

Audya is the new state-of-the-art arranger keyboard by Ketron, featuring many advanced functions, designed for live entertainment and professional use. It offers a powerful audio multiplayer, a very high quality sound engine and an unique automatic accompaniment arranger. Audya includes a versatile video support, separate audio connections and three USB ports to connect to a computer and other storage devices.

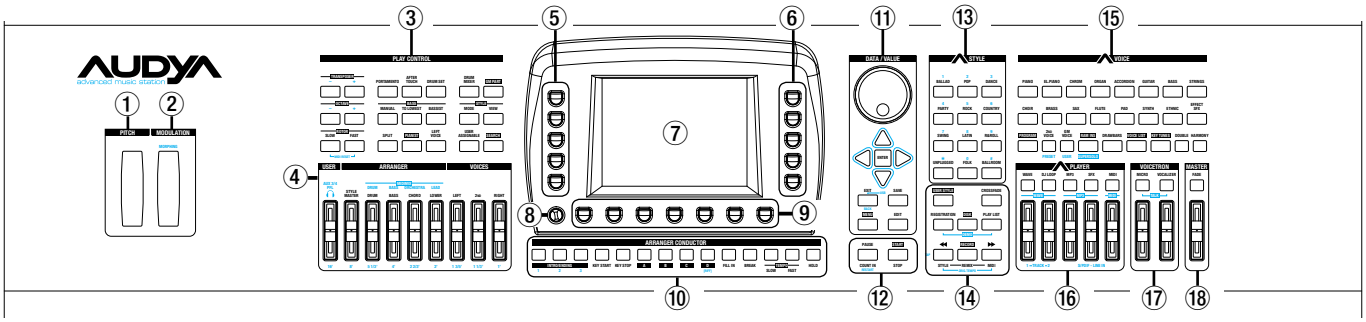
- **New sounds and Supersolo voices**
  Following the Best Natural Sounds tradition by Ketron, Audya includes a new high quality sound engine: 360 MB stereo and multilayer sound library, including a new Stereo Grand Piano featuring an outstanding natural resonance. There are an additional 64 MB RAM for custom sounds that can be quickly loaded in memory from disk while playing. Audya also has a brand new DSP section, with Rotor, Distortion, Phaser, Flanger, Tremolo, Chorus, Reverb effects, and more.
- **Audio Style Modeling**
  For the first time ever, an arranger keyboard features real audio grooves of drums, percussions, basses, guitars, arpeggios and licks, all synchronized to MIDI clock. A rich audio recordings library played by famous drummers and musicians have been added to the project, and the live performances of the musicians have been recorded to match the styles and MIDI file playback with no distortion nor loss of quality. Moreover, also the live guitar grooves are synchronized perfectly to styles and MIDI files with no pitch shifting when the tempo is changed.
- **Player**
  The professional player can play up to five tracks simultaneously: that is two WAVE files, two MP3 files and one MIDI file, with pre-listen feature on headphones, play list and crossfade functions.
- **Karaoke**
  A wide range of lyric options to display the text within MIDI files or synchronized to audio files are available.
- **MIDI and Audio Recording**
  You can record and remix your songs within a complete audio/MIDI hard disk recording environment.
- **Drawbars**
  Audya includes a built-in professional organ with nine faders for digital Drawbars control. You can create in real time all the sonic power of a real tonewheel organ, featuring percussion, click, rotary speaker, distortion, vibrato and much more.
- **USB**
  Audya has an internal large hard disk accessed by USB connection from a computer. In this way, you can easily manage the musical content of the disk and make backup copies of your songs and settings. Moreover, two USB ports on the front side panel accept any USB storage device such as pendrives, external hard disks, CD and DVD players, and more.
- **Voicetron**
  The new Voicetron section features a vocalizer with a new five voices engine. The vocalizer has an effects library with many presets that can easily fit all the needs of the singer. You can also edit the parameters to your needs, for example, to set the Vocalizer effects set to automatically follow the Arranger or the MIDI file playback.
- **Key Tunes**
  You can assign a song to each button of the keyboard. Every button tune has loop capabilities and can be played as a Dj.
- **User interface**
  The top panel is designed to help musicians especially during their live performances. Seventeen sliders (one slider is User assignable) allow powerful and efficient control over volumes and effects. There are also numerous buttons with a built-in LED showing their on/off status. A large colourful LCD display with TFT technology (320x240 pixels) and a multi-page system based on function buttons around the display allow an easy navigation in the menus and the settings pages.

Top panel

The front panel of Audya is divided in various operative sections.
In the figure below, each number corresponds to its description.

NOTE

Some buttons and controls on the front panel are marked by a blue serigraphy, meaning that a second function is available accordingly to the selected operative mode.



① **Pitch**
This wheel changes the pitch of the sound currently selected for the right hand. The default value is ±2 semitones, modifiable from MENU.

② **Modulation**
This wheel changes the modulation of the sound currently selected for the right hand. The default value of sensitivity is 14, modifiable from MENU.

③ **Play Control**
Section for the main controls on sound: Transposer, Octave, Rotor, etc. (see on page 18).

④ **User** / **Arranger** / **Voices**
Mixer section for the Arranger parts, the right/left hand, the Style, etc. In DRAWBARS mode you can control the Drawbars parameters (see on page 16).

⑤ **Function buttons F1 - F5**
The function buttons at left of the display allow the selection of voices, styles, controls, parameters, etc. that are shown on the left side of the display accordingly to the different operative modes.
By pressing a function button, the name on the display is highlighted in blue colour.

⑥ **Function buttons F6 - F10**
As above. Function buttons at right of the display.

⑦ **Display**
Colourful backlit liquid crystal display (LCD). See on page 12 the explanation on how to operate the display.

⑧ **Brightness**
Small knob for the display brightness adjustment. Turn clockwise/counter-clockwise in order to match the right brightness of the display accordingly to your needs and the environmental light conditions.

⑨ **User, Back and Forward buttons**
The five User buttons and two Back ◄◄ and Forward ►► buttons below the display allow the selection of the functions that appear on the display accordingly to the operative modes (see on page 13).

⑩ **Arranger Conductor**
This section contains the buttons for real time control of the Arranger: Intro/Ending, button Start/Key Stop, ABCD, Fill In, Break, Tempo, Hold (see on page 13).

⑪ **Data/Value**
This group is made of one wheel and four CURSOR buttons (◄ ► ▲ ▼). By using the wheel and cursor buttons you can input data, change parameter values or navigate through the lists and menu items, accordingly to the operative modes (see on page 15).

⑫ **Transport**
This section includes Start/Stop and Count In/Restart controls in Arranger mode or Start/Stop and Pause for the song currently selected.

⑬ **Style**
This section is for the selection of the Arranger styles (see “Selecting the Styles” on page 17).

⑭ **User Style/Disk area**
This section is for the User Styles selection and the disk management (see on pages 114 - 118).

⑮ **Voice**
Section dedicated to the selection of the voices (see “Selecting voices” on page 14).

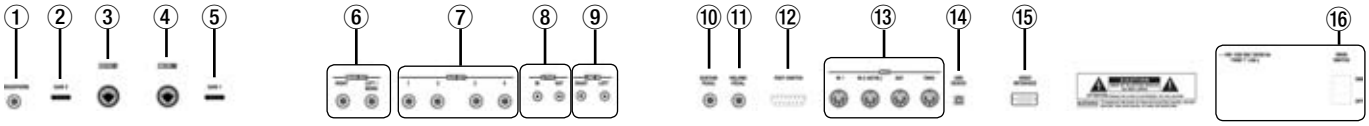
⑯ **Player**
Multimedia Player (see “Player” on page 21).

⑰ **Voicetron**
Microphone and voice effects (see “Voicetron” on page 25).

⑱ **Master**
Main output control (see “Master” on page 27).

Rear panel

All the connections to external devices are on the rear panel.
In the figure below, each number corresponds to its description.



① **Headphone**
Standard stereo jack for the headphone. The Master volume adjusts also the headphone output level.

② **Gain 2**
Gain adjustment of the signal input level of the Micro 2 jack.

③ **Micro 2**
Standard combo mono jack for the connection of a dynamic microphone.

④ **Micro 1**
Standard combo mono jack for the connection of a dynamic microphone.

⑤ **Gain 1**
Gain adjustment of the signal input level of the Micro 1 jack.

⑥ **Main Out**
Two standard mono jacks for main right/left or mono (RIGHT, LEFT/MONO) outputs to be connected to a PA system.

⑦ **Aux Out**
Four standard mono jacks as auxiliary outputs to be connected to monitors, mixers, outboard effects, etc.

⑧ **S/PDIF**
Standard RCA connectors for stereo digital input and output with digital devices (CD Player, digital console, etc.)

⑨ **Line In**
Standard RCA connectors for line right/left input (RIGHT, LEFT) of stereo devices with line level signal (CD Player, etc.)

⑩ **Sustain Pedal**
Standard mono jack for the connection of one Sustain pedal (optional).

⑪ **Volume Pedal**
Standard stereo jack for the connection of one Volume pedal (optional).

⑫ **Foot Switch**
Standard multipolar connector for an optional pedal to control internal functions.

⑬ **MIDI**
Standard MIDI IN/IN2 (KEYB), MIDI OUT and MIDI THRU jacks.

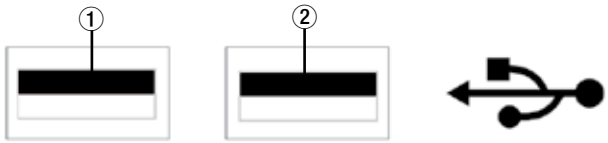
⑭ **USB Device**
Standard USB port (type-B) for the connection to a personal computer.

⑮ **Video Interface**
Standard VGA jack for the connection to an external video VGA monitor.

⑯ **Main Switch/Fuse**
Standard AC power connection (220 V) with ON/OFF switch and protection fuse.

USB connectors on the front side

On the front panel, there are two USB ports (type-A) for easy connection to USB devices such as pen drives, card readers, etc.
For the connection to a computer, please use the USB connector on the rear panel.



① **USB connector 1**
USB connector for pen drives and other USB devices (card readers, players, hard disk, etc.)

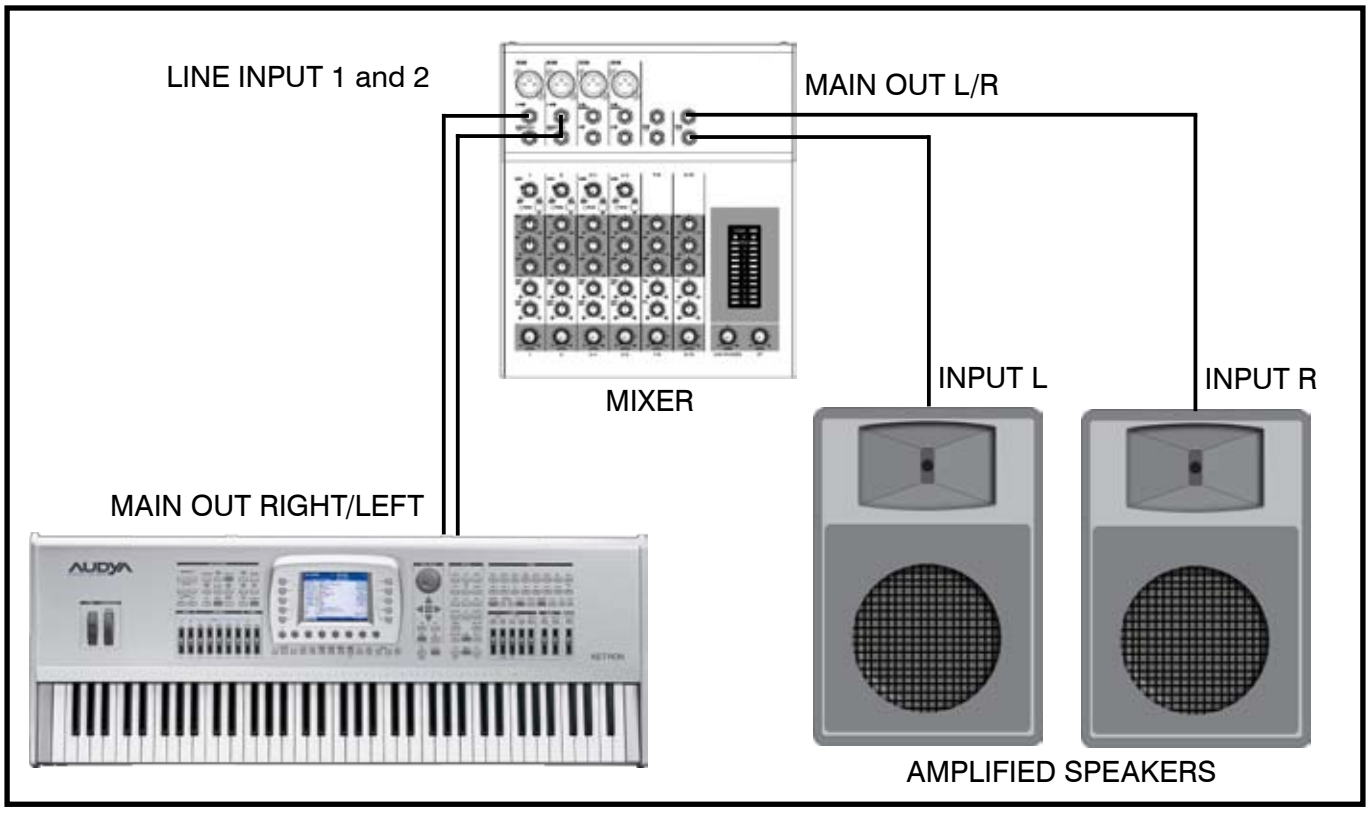
② **USB connector 2**
The same of USB 1.

NOTE

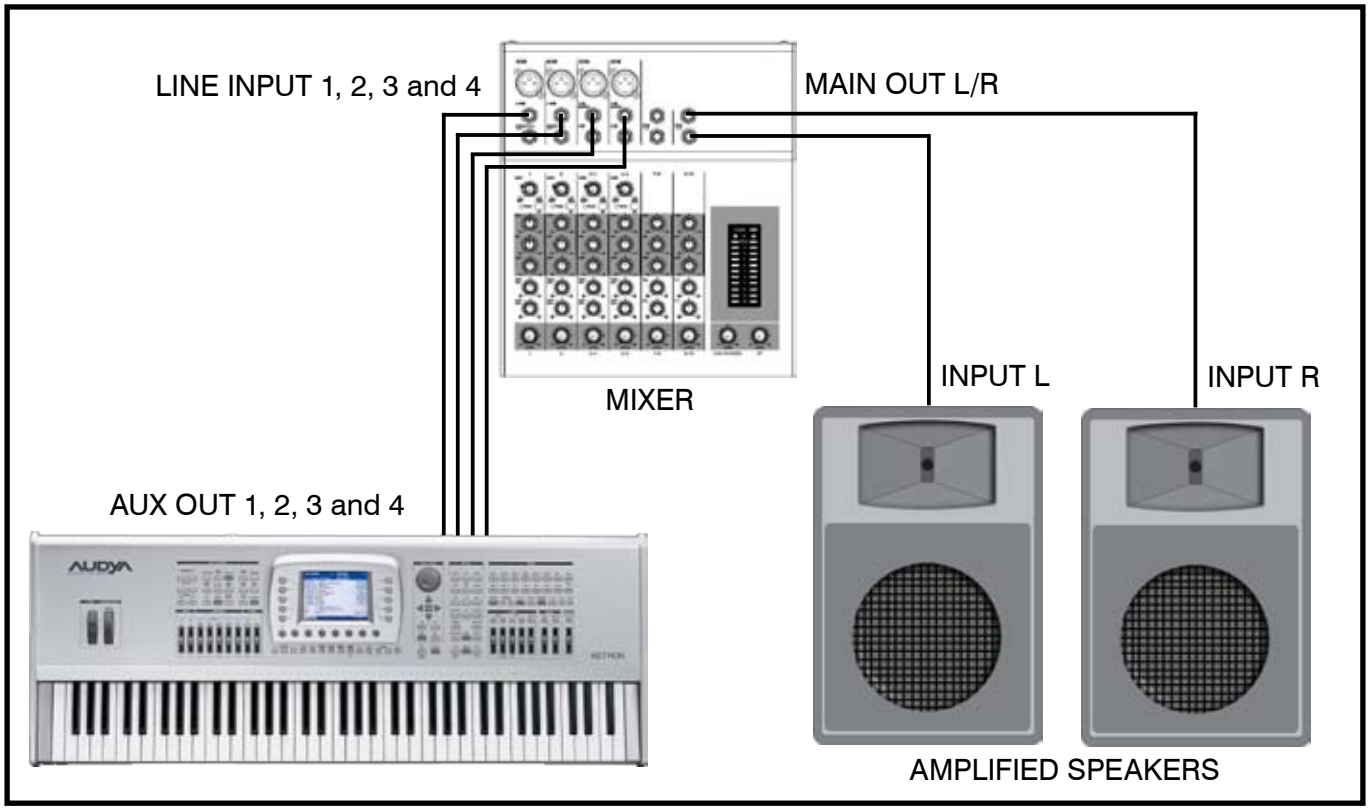
Along the keyboard, from C3 to E6, you can find letters and numbers for easy input of names, when saving files on the hard disk, and for a quick file search.

AUDIO connections

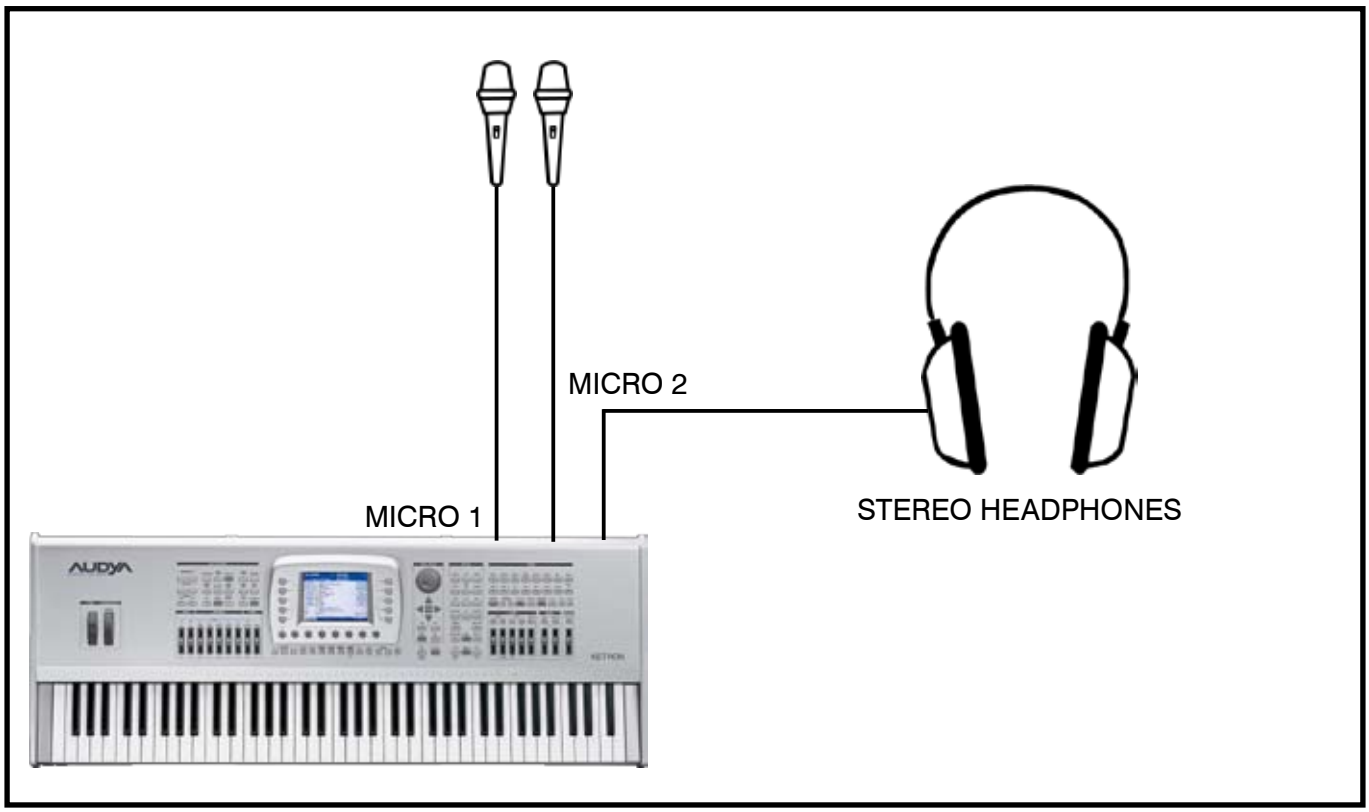
Stereo jack connection to a PA system.



Connecting 4 auxiliary outputs to a mixer and to a PA system.

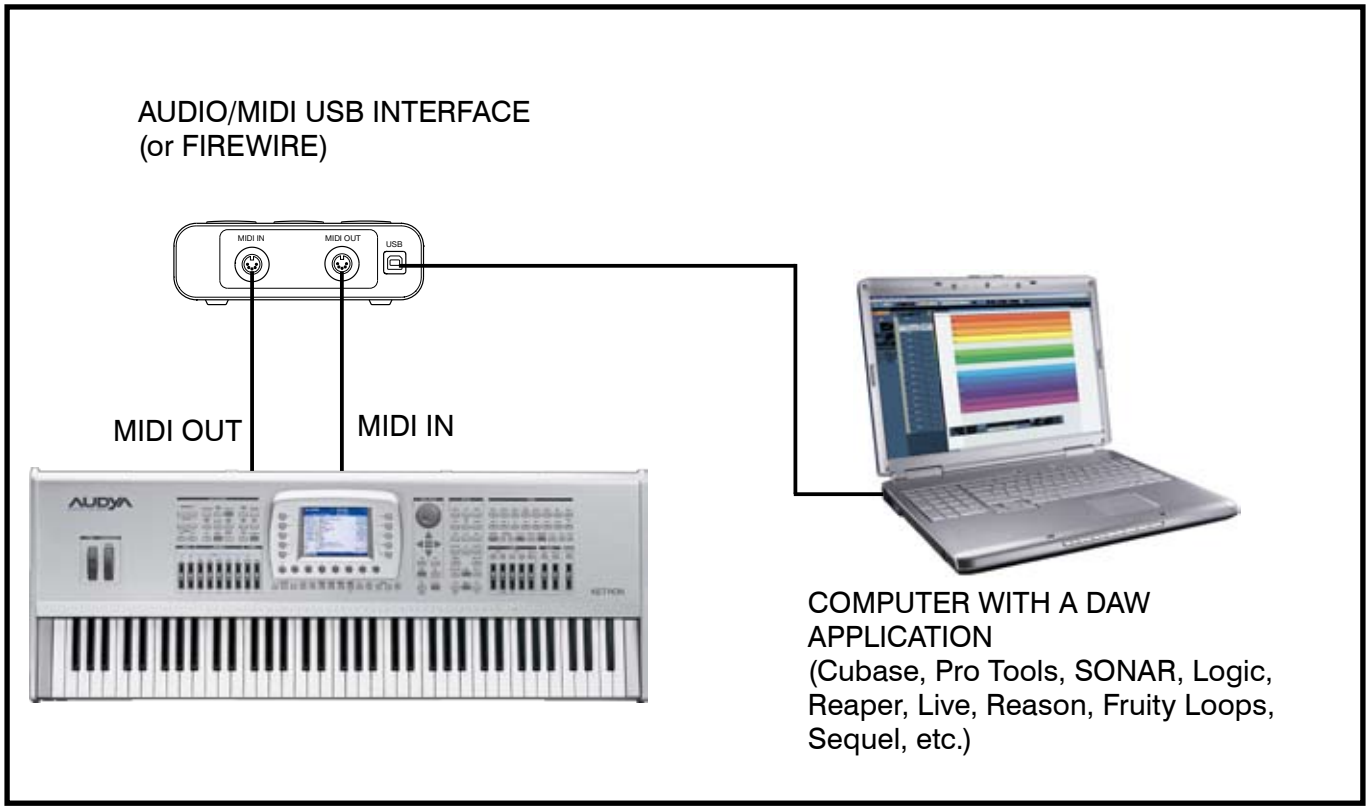


Connecting one or two microphones and one headphones.



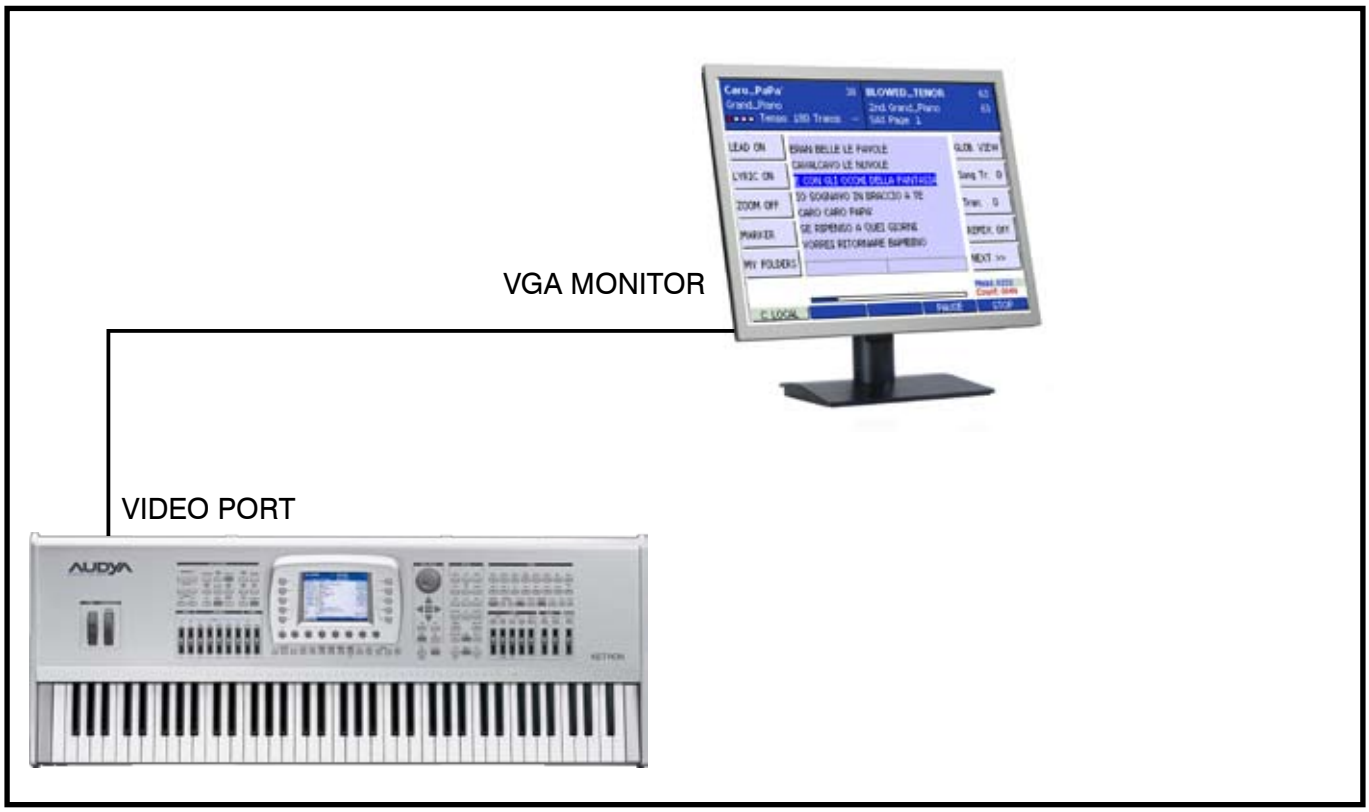
MIDI connection

MIDI connection to an external interface connected to a computer.



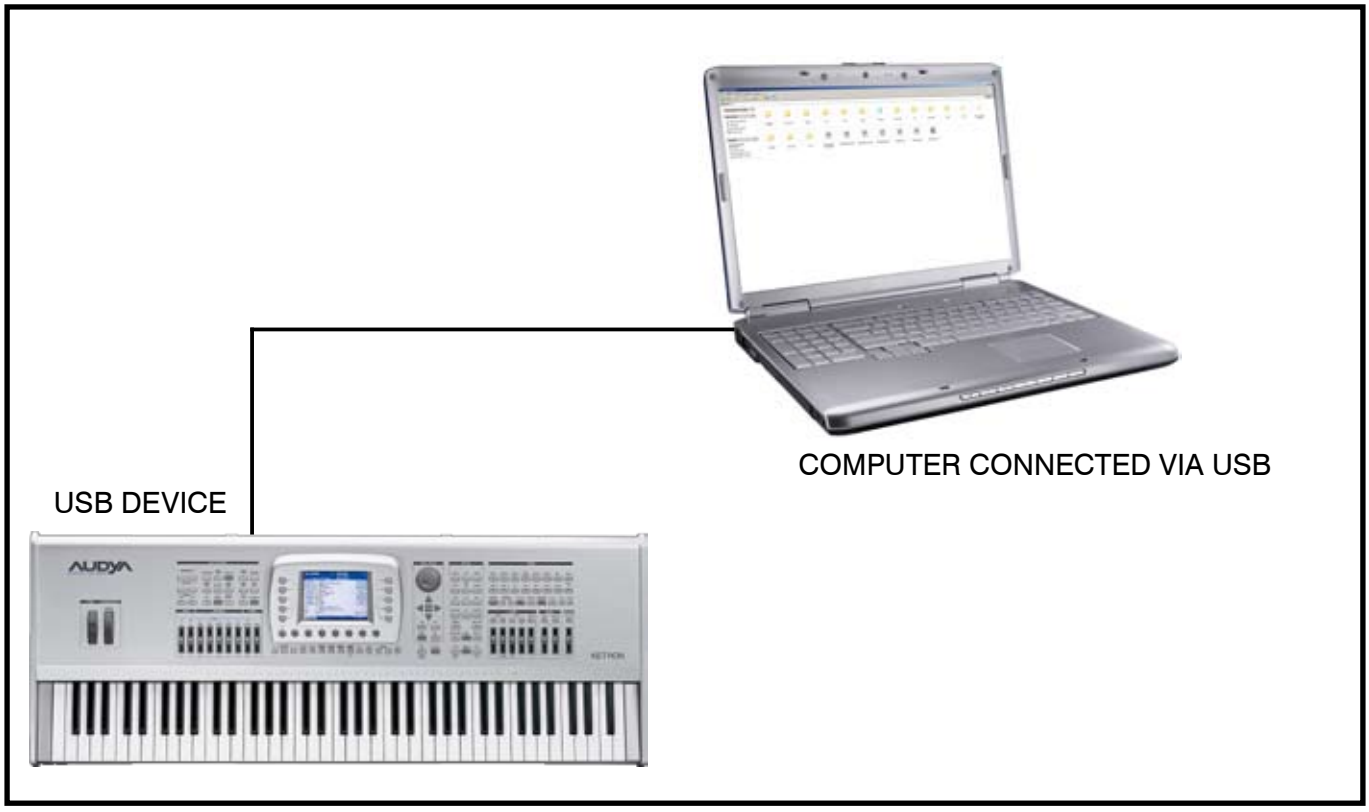
VIDEO connection

Connecting a VGA monitor.



USB connection

USB connection to a computer.



■ USB connection procedure

1. Connect the USB cable to the USB DEVICE port of Audya, and to the USB port of a computer.
2. After a while, “USB connected” will appear on the display of Audya (Figure A). All the functions on the front panel are disabled.
3. After a while, a screen like Figure B should appear on the screen of your computer. From this windows you should choose the “Open folder to view files using Windows Explorer” option (Figure B).
   Anyway, you will be able to open Audya drive from your local computer resources. You will see Audya drive as any ordinary “Removable Disk”.
4. After opening the Audya hard disk root folder, you can handle the files like any ordinary storage device (Figure C).
5. You can copy from and to the internal folders of Audya hard disk the following file types:
   - MP3
   - MIDIFILE
   - STYLES
   - PLAYLIST
   - DJ_LOOPS
   - INSTRUMENTS
   - REGISTRATION
   - WAVE
   - SFX
   - ETC.
6. After you finished copying the files, please follow the USB hardware SAFE REMOVAL procedure and disconnect the USB cable from the rear panel of Audya and/or from the computer USB port.
   In Windows OS, you can click on the icon located on the task bar. A pop-up window will open allowing you to disconnect the USB device safely.
7. After a while, Audya will operate again. You do not need to restart Audya.

For advanced file handling and/or file updating on the internal hard disk of Audya, please see “Disk” on page 118.

Figure A

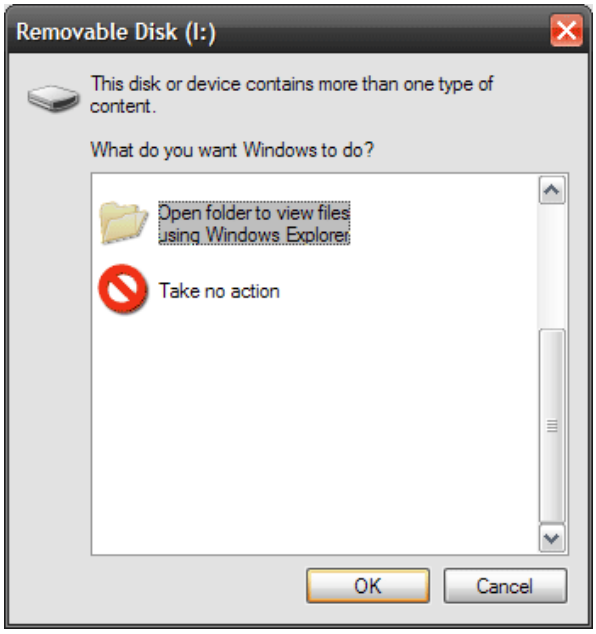


Figure B

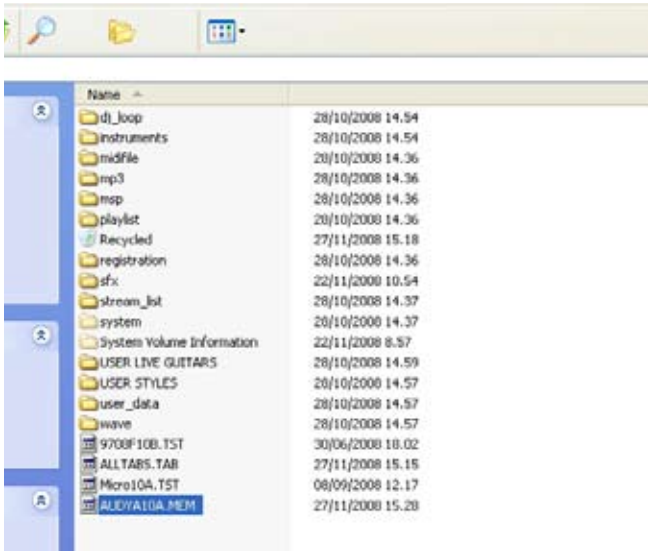
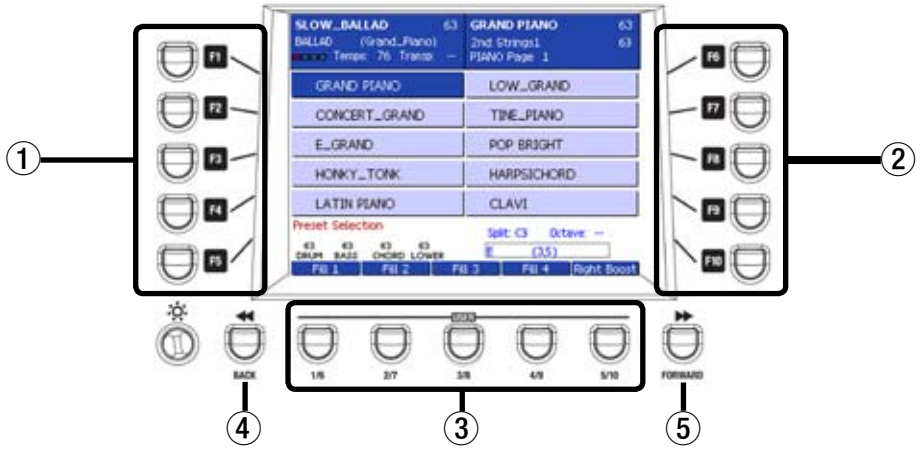


Figure C

Display and function buttons

Display

The heart of Audya is the display. The F1-F5 function buttons to the left, the F6-F10 function buttons to the right and the five User buttons below the display allow you to select the items displayed in the various screens.



① **F1-F5 function buttons**
Press the five function buttons from F1 to F5 to select one voice (VOICE) or one STYLE or a menu displayed on the display, for example.

② **F6-F10 function buttons**
The same as above.

③ **User buttons**
In Arranger mode, the five User buttons below the display will select five FILLS or five BREAKS. In the other operative modes they will select various functions, menus and user functions.

④ **◀◀ (Back) button**
It allows to display the previous five functions corresponding to the User 1/6, 2/7, 3/8, 4/8, 5/10 buttons (see User Assignable on page 113).

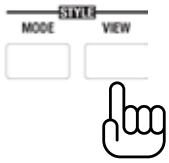
⑤ **▶▶ (Forward) button**
It allows to display the next five functions corresponding to the User 1/6, 2/7, 3/8, 4/8, 5/10 buttons (see User Assignable on page 113).

NOTE

The serigraphy below the User buttons has the following numbering: 1/6, 2/7, 3/8, 4/8, 5/10. In this manual we use USER 1, USER 2, etc., for short.

F1, F2, F3, F9 and F10 function buttons

The F1, F2, F3, F9 and F10 function buttons allow you to access the AUDIO STYLE MODELING when they are used in STYLE VIEW mode, in the PLAY CONTROL section (see details on page 53).



Press the STYLE VIEW button and one of the following:

F1 - Audio Drum (see groove list on page 123)
Press F1 to set the AUDIO DRUM part.

F2 - Groove Bank (see groove list on page 125)
Press F2 to set the GROOVE BANK part.

F3 - Bass Bank (see groove list on page 127)
Press F3 to set the BASS BANK part.

F9 - Arp & Lick (see groove list on page 128)
Press F9 to set the ARP&LICK part.

F10 - Live Guitar (see groove list on page 129)
Press F10 to set the LIVE GUITAR part.

User buttons

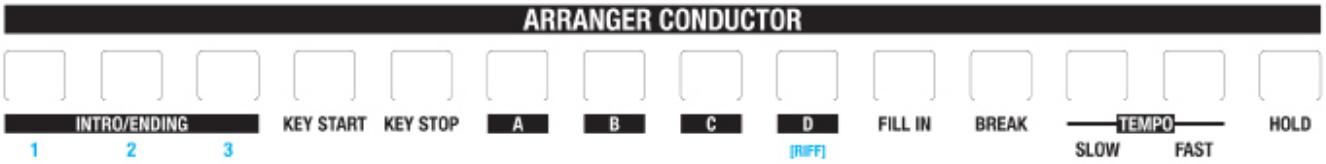
In addition to the FILL and BREAK selection in Arranger mode and other assignable user functions (see User Assignable on page 113), the five User buttons can access many functions.

For example, while in the different operative modes (MENU, DISK, PLAYLIST, STYLE VIEW, DRUM MIXER and so on), these five User buttons allow the selection of further pages that open their own settings menus.

In the figure you can see how the User buttons, in STYLE VIEW mode, allow the selection of the VOICE, EFFECT, PAN and MUTE SINGLE pages. By pressing one of the five User buttons, you can view the content of the corresponding page.

Arranger Conductor buttons

The buttons of the ARRANGER CONDUCTOR section allow real time control of the styles when the Arranger mode is selected. See the PLAY CONTROL settings to select the desired Arranger mode on page 18.



From left to right, here are the descriptions for each button:

INTRO/ENDING 1 2 3
When the Arranger is stopped, by pressing one of these three buttons you can enable one of the three “introductions” of the style.
When the Arranger is playing, by pressing one of the three buttons you can enable one of the three “endings” of the style.

KEY START/KEY STOP
If button START is on, the Arranger will instantly start when you start playing the keyboard.
If button STOP is on, the Arranger will instantly stop when you release all the buttons.

A B C D
Each button corresponds to a style variation.

FILL IN
By pressing this button you can enable one FILL of the selected style and the Arranger will automatically start. If the Arranger is already playing, by pressing this button you will enable the same FILL.

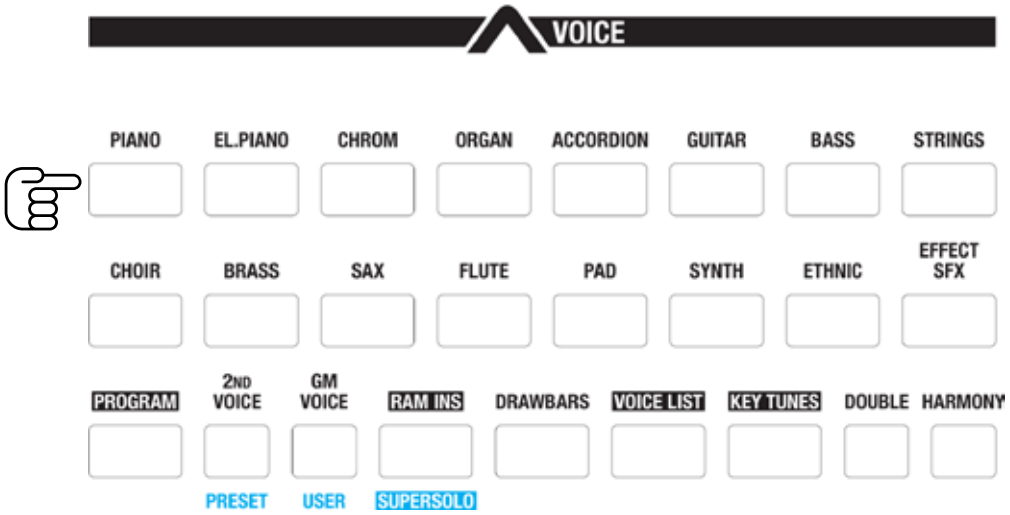
BREAK
By pressing this button, you can enable one of the BREAK of the selected style and the Arranger will automatically start.
If the Arranger is already playing, by pressing this button you will enable the same BREAK.

TEMPO SLOW/FAST
By pressing these buttons you can slow down (SLOW) or speed up (FAST) the tempo of the Arranger. By pressing the two buttons simultaneously, you will set the T.Lock function, that is Tempo Lock.
To restore the original tempo of the style, press the ◀◀ and ▶▶ buttons simultaneously in the RECORD section.

HOLD
By pressing the HOLD button, the accompaniment of the Arranger will play even if you release all the keys from the keyboard.
If HOLD is disabled, when you release the keys from the keyboard, the accompaniment of the Arranger will stop playing, except the drum part.

Selecting voices

You can find three rows of eight buttons each in the VOICE section on the front panel. The first two rows allow the selection of the voice families, ordered by a common use (see a full list of the voices at the end of this manual).



The third row contains the PROGRAM button and other voices selection buttons. Moreover, there are also the DOUBLE, HARMONY buttons.

■ Selecting a basic voice

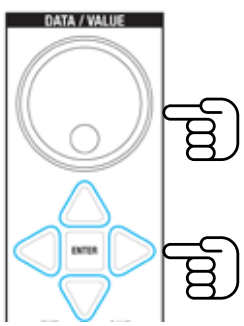
1. Select one voice family by pressing one of the 16 buttons on the first two rows in the VOICE section. For example, press the “PIANO” family button. The first page showing the first ten available voices of the PIANO family will appear.
2. By pressing one of the F1-F5 or F6-F10 buttons, select one of the ten voices shown on the display, corresponding to the name of the voice. For example, by pressing the F4 button, you will select the voice named “HONKY_TONK” (Figure 1).
3. Press the CURSOR ◄ ► to select the various VOICE pages with further ten voices each (Figure 2). Note that you can access more than 2 pages for each voice family.

Figure 1

Figure 2

NOTE

By turning the wheel clockwise/ counter-clockwise you can scroll the pages, just like the CURSOR ◄ ►. Also, you can scroll the pages by pressing repeatedly the same VOICE family button (e.g. PIANO, EL.PIANO and so on.)



■ Selecting a INS voice

1. Press the RAM INS / SUPERSOLO button of the third row in the VOICE section. The display will show a list of the SUPERSOLO voices stored on the hard disk (Figure 3).
2. Select one voice by using the CURSOR ▲ ▼.
3. Press the ENTER button to load the INS voice into the selected memory location. The display will show the INS voice on the first free location. In the example, the APACHE_GUITAR voice is loaded onto the memory location corresponding to the F1 button (Figure 4).

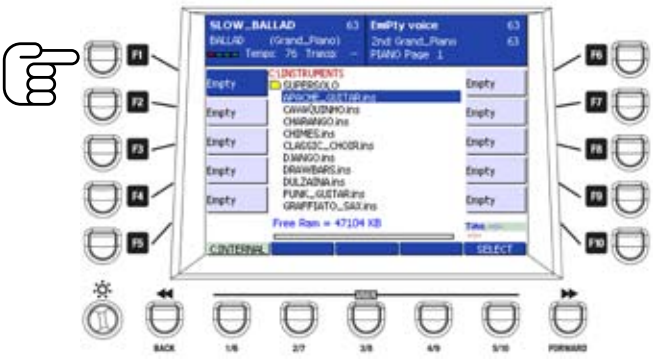


Figure 3

■ Selecting more INS voices

1. Press the RAM INS / SUPERSOLO button of the third row in the VOICE section. The display will show a list of the INS voices stored on the hard disk.
2. Select one voice by using the CURSOR ▲ ▼.
3. Press the SELECT button that appears on the display next to the USER 5 button. A dot will appear before the name of the selected INS voice. Repeat the choice in order to select more INS voices by using the CURSOR ▲ ▼ and the SELECT button (Figure 5).
4. Press the ENTER button to load in the memory location all the selected INS voices. In the example, five INS voices have been loaded in the first five memory locations corresponding to the F1-F5 buttons (Figure 6).

Figure 4

For advanced operations about the INS voices see on page 74.

Figure 5

NOTE

The INS voices appear on the display with an asterisk. For example: DJIANGO.ins*.
If you try to load one voice already loaded in memory, this will not be loaded twice.

WARNING

The RAM INS indication next to the SUPERSOLO button means that the INS voices will be loaded into memory temporarily. For this reason, when you power OFF, the INS voices will not be retained in memory.

Figure 6

Selecting voices

■ Adding a second voice to the right hand (2nd VOICE)

1. Press the 2nd VOICE button on the third row in the VOICE section.
2. According to the PRESET or PROGRAM voice, you will add a second voice to the sound of the right hand.
3. Note that the 2nd VOICE voices can be freely programmed by the user in any PROGRAM. Press the EDIT button and the USER 2 button to open the 2nd VOICE page (Figure 7). For more details on how to create/edit a PROGRAM see on page 36.

Figure 7

■ Selecting the organ DRAWBARS

1. Press the DRAWBARS button on the third row in the VOICE section. The display will show the organ DRAWBARS screen (Figure 8).
2. Select one organ by using the F1-F10 buttons (ORGAN1, ORGAN2, etc.) Press the CURSOR button ◄ to select the second page of DRAWBARS (ORGAN11, ORGAN12, etc.)
3. Press the USER 1 button (PedToRotor) below the display to control the ROTOR by using one external SUSTAIN pedal. By pressing the pedal repeatedly you can toggle ROTOR SLOW/ROTOR FAST. If “PedToRotor” is disabled, the SUSTAIN pedal returns to its ordinary function.
4. Use the fader controls in the MIXER section (page 20) to set the nine footages of the organ DRAWBARS:
   16, 8’, 5 1/3’, 4’, 2 2/3’, 2’, 1 3/5’, 1 1/3’, 1

   Figure 9 shows the exact correspondence of the nine faders of the mixer section and the nine DRAWBARS displayed on the screen.

Figure 8

5. Press the USER 5 button (Drw:Lock/Unlock) below the display to toggle Lock/Unlock function, so you can use the faders for mixing the Arranger parts or the MIDI file tracks instead of the DRAWBARS.

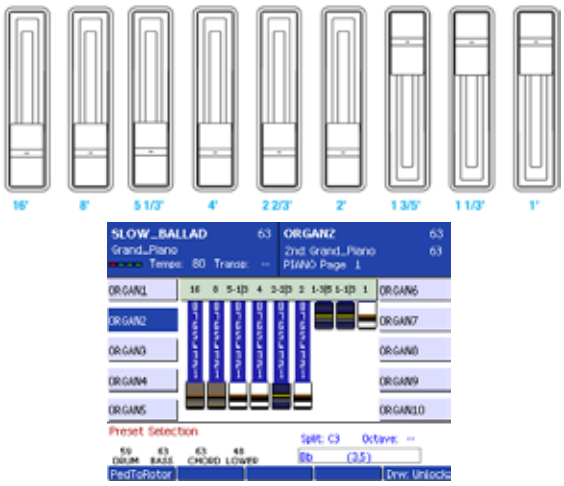


Figure 9

For advanced operations about the DRAWBARS see on page 31.

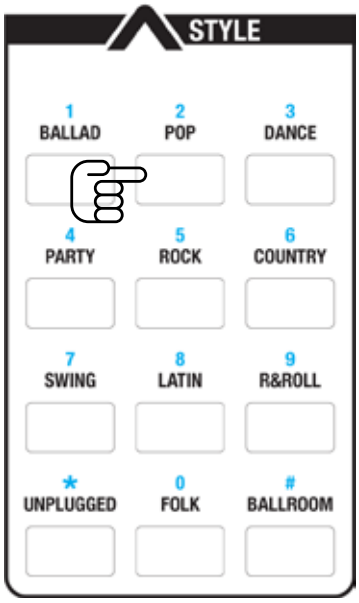
■ Selecting the GM (General MIDI) voices

1. Press the GM button on the third row in the VOICE section. The display will show a list of the GM voices (Figure 10).
2. Follow the same procedure for voices selection described on page 14.

Figure 10

Selecting styles

The numeric keypad of the STYLE section allows the selection of twelve style families, divided into various musical genres.



■ Selecting a PRESET style

1. Select one style family by pressing one of the twelve buttons of the keypad in the STYLE section. For example, press the “POP” family button.
2. The display will show the first ten available styles Press one of the F1-F10 buttons to select one of the ten displayed styles. In the example, the F3 button selects the FUSION_FUNK style (Figure 11).
3. Press the CURSOR ◄ ► to select further pages of STYLE containing ten styles each (Figure 12). Note that you can access more than two pages for each style family.

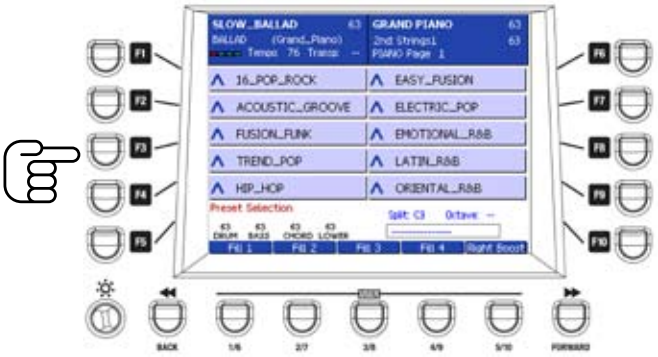
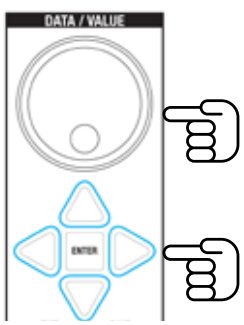


Figure 11

Figure 12

NOTE

By turning the wheel clockwise/ counter-clockwise you can scroll the pages, just like the CURSOR ◄ ►. Also, you can scroll the pages by pressing repeatedly the same STYLE family button (e.g. BALLAD, POP and so on.)

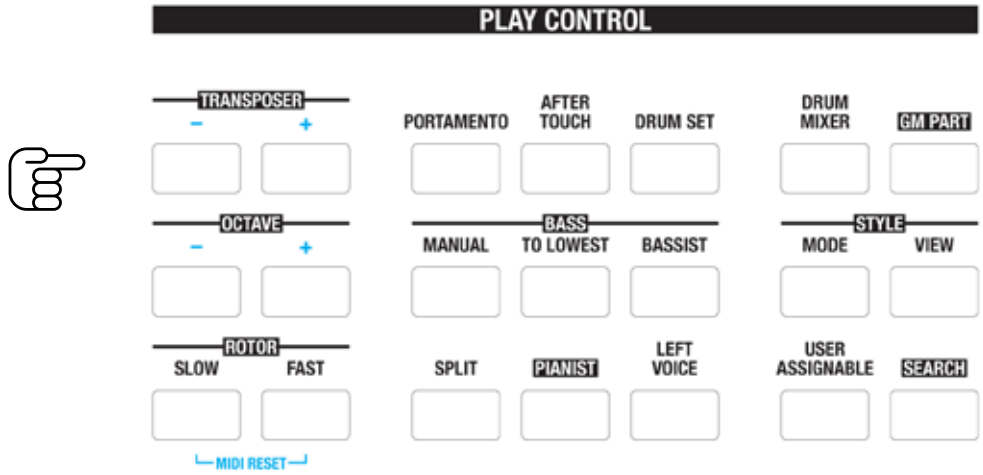


NOTE

Note that the styles which contain an audio part (AUDIO DRUM, GROOVES, LIVE GUITAR) have the symbol ^ before the style name.

Play Control

The PLAY CONTROL section contains all the control functions so you can start playing the keyboard and modify the settings accordingly to your own way of playing.



- **TRANSPOSER**
  By pressing the [-] and [+] buttons you can transpose the overall pitch in 24 semitones up or down (1 semitone step), including the Arranger (except the drum). The display shows the current TRANSPOSE value (Figure 13). Press the [+] and [-] buttons simultaneously to instantly reset the transpose value to 0.

Figure 13

- **OCTAVE**
  The [+] and [-] buttons allow the pitch of the RIGHT part to be shifted up or down by one octave. The display shows the current value of OCTAVE Up or Down (Figure 14).

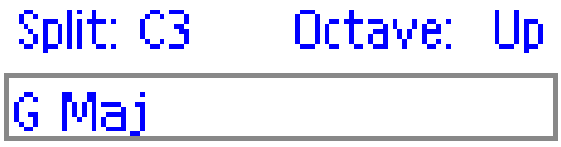


Figure 14

- **ROTOR**
  The SLOW and FAST buttons allow to change the speed of Rotary Speaker, when you select DRAWBARS in the VOICE section and for the voices for which the ROTARY SPEAKER setting is set to ON.
- **PORTAMENTO**
  Turns the PORTAMENTO on and off, only the voices for which the portamento has been programmed. For example, the SYNTH family.
- **AFTER TOUCH**
  Turns the AFTER TOUCH on and off, only the voices for which the after touch has been programmed (GUITAR, SYNTH, etc.)
- **DRUM SET**
  Selects one of the 53 built-in DRUM SETS to play directly from the keyboard (Figure 15). For more details see DRUM SET section.

Figure 15

- **BASS**
  The MANUAL, TO LOWEST and BASSIST buttons set the following modes, respectively.
  MANUAL: sets the manual bass for the left hand.
  TO LOWEST: sets the lowest note of the chord to the root. For example, when you want to play a bass pedal within a chord progression.
  BASSIST: allows to play free bass notes on a chord played by using the right hand. For example, when you play bass solos.
- **SPLIT**
  Holding the SPLIT button, a small keyboard at the bottom of the display appears. By pressing any key on the keyboard, you can set the split point for the Arranger. In the example, the SPLIT point has been set on F2 note (Figure 16). The SPLIT point is always set on C3 note, at startup.
- **PIANIST**
  The PIANIST button allow you to play on the entire keyboard. Basically, by pressing this button you remove the SPLIT point. If Arranger mode, the chords will be recognized on the entire keyboard.
- **LEFT VOICE**
  By pressing the LEFT VOICE button, this will flash until you choose the voice for the left hand (Figure 17). Once selected, press LEFT VOICE button again.

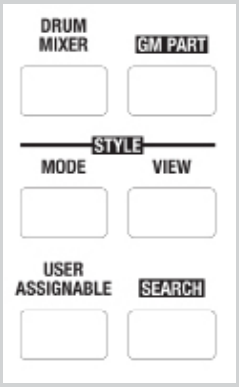
Figure 16

Figure 17

NOTE

For the detailed explanation of the PLAY CONTROL section, please see the following pages, corresponding to the namesake buttons:

- ***DRUM MIXER page 68***
- ***GM PART page 65***
- ***STYLE MODE page 59***
- ***STYLE VIEW page 53***
- ***USER ASSIGNABLE page 113***
- ***SEARCH page 119***

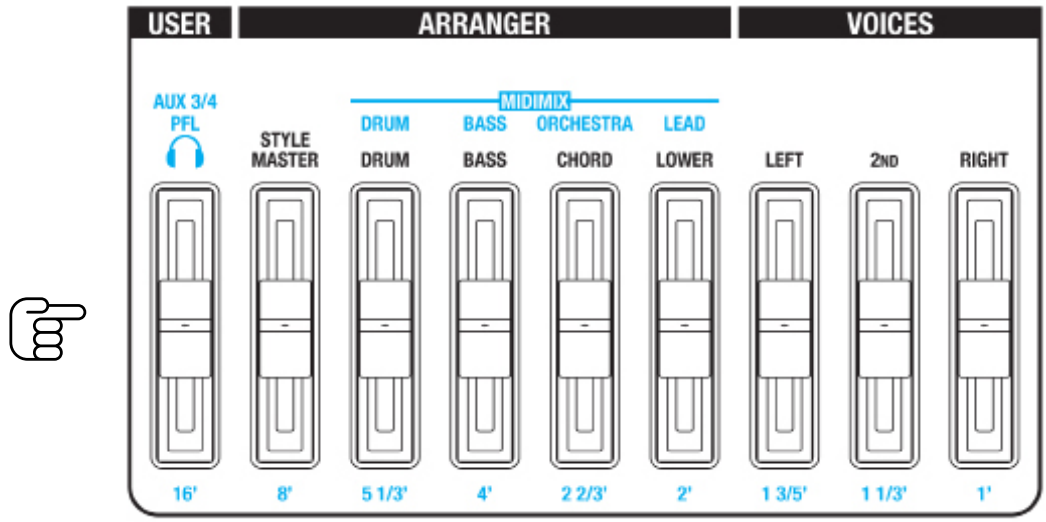


Mixer

The Mixer section features nine vertical faders. The first fader at left allows to control the USER functions (see “User Assignable” on page 52). The remaining eight faders control the volumes of the ARRANGER parts and the volumes of the VOICES parts.

NOTE

When the DRAWBARS mode is on, the nine faders of the Mixer will adjust the footage of the organ. For details see on page 16 and on page 31.



- **USER**
  This first fader at left allows to control the USER ASSIGNABLE functions described on page 52. The default value is the volume control for AUX 3/4 output.
- **ARRANGER**
  These five faders adjust the volumes of the Arranger parts of the style. Respectively:
  STYLE MASTER: main volume of the style.
  DRUM: drum part volume.
  BASS: bass part volume.
  CHORD: volume of the chords part.
  LOWER: volume of the left split.
- **VOICES**
  These three faders adjust the volumes of the VOICES parts on the keyboard.
  Respectively:
  LEFT: volume of the voice on the left split.
  2ND: volume of the second voice on the right split.
  RIGHT: volume of the voice on the right split.

The volumes of the parts are shown on the display (Figure 18). In the upper part at left, the STYLE MASTER volume is shown. In the upper part at right, the RIGHT and 2ND volumes are shown. In the lower part at left, DRUM, BASS, CHORD and LOWER volumes are shown.

NOTE

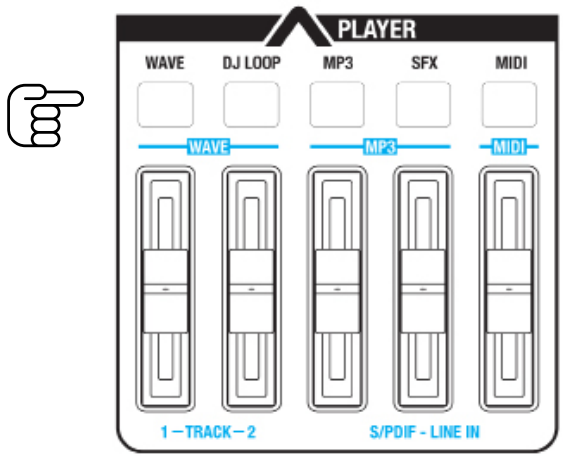
When a MIDI file is playing on the Player (see the details on page 21), the DRUM, BASS, CHORD and LOWER faders, marked by “MIDIMIX” in blue letters, adjust the volumes of the DRUM, BASS, ORCHESTRA and LEAD tracks, respectively, in the following way:

- ***DRUM: adjusts the volume of the drum track***
- ***BASS: adjusts the volume of the bass track***
- ***ORCHESTRA: adjusts all the other tracks***
- ***LEAD: adjusts the volume of the melody track, usually on MIDI channel 4***

Figure 18

Player

The Player section is a complete multimedia environment for live performances. It's a mixer consisting of five faders allowing volume control over WAVE, DJ LOOP, MP3, SFX and MIDI file. The five buttons above the faders switch on/off in order to select the tracks for the mix.



NOTE

When a track of the Player is playing, the corresponding LED flashes.

NOTE

The Remix On/Off function works only when MIDIFILE is selected, even if it is shown on the WAVE and MP3 player screens.

Figure 19

■ WAVE

The WAVE button enables the WAVE screen where you select the audio track to start playback (Figure 19). The fader below adjusts the volume of the track. To navigate in this screen, use the cursor buttons, the ENTER and EXIT buttons.

- CURSOR ▲ ▼ buttons (or the wheel): scrolls up/down the titles.
- ENTER button: opens the selected folder.
- EXIT button: exits from the selected folder
- CURSOR ◄ ► buttons: when the title is too long, scroll the letters of the titles.
- The USER 5 button below the display enables the START function to start playback. Once the track is playing, the USER 4 and USER 2 buttons below the display enable the PAUSE and STOP functions, respectively.

The F1-F10 buttons enable the following functions:

- **F1 - LEAD MUTE**: mute the volume of the melody track.
- **F2 - LYRIC ON**: shows the text (lyric).
- **F3 - ZOOM OFF**: makes the text smaller.
- **F4 - MARKER**: highlights the markers of the song.
- **F5 - MY FOLDERS**: when enabled, by pressing one of the 0-9 numeric keypad in STYLE section, that folder is recalled. To store the position of a folder (WAVE, DJ LOOP, MP3, etc.) hold to 0-9 button of the keypad while the content of the folder is shown.
- **F6 - A. PLAY ON**: enables the automatic sequential playback of the songs.
- **F7 - LOOP ON/OFF**: enables/disables the loop playback of one track.
- **F6 - GLOB./LOCAL VIEW**: enables the global view or local view. In LOCAL VIEW mode, only the files by using the same extension (e.g. WAV) are shown. In GLOBAL VIEW mode, all the file types are shown. Note that the TXT files are always shown.
- **F7 - SONG TR.**: shows the transpose value previously stored in the song.
- **F8 - TRAN**: transpose the track in the range of +/- 24 semitones.
- **F9 - REMIX ON/OFF**: enables/disables the MIDI REMIX (see the details on page 47).

The F6-F9 buttons on the next page, enable the following functions:

- **F8 - PFL ON/OFF**: enables/disables the PFL.
- **F9 - LEAD (4)**: selects the channel of the melody from 1 to 16, in case of MIDI file. The default value is MIDI channel 4.
- **F10 - PREV/NEXT**: by pressing this button (NEXT) you can access to next page. From this page you will go back by pressing the PREV (previous) button.

- **DJ LOOP**
  The DJ LOOP button enables the DJ LOOP screen where you start playback of the selected audio loop (Figure 20). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.
  The DJ LOOP song are a particular kind of looping tracks, prepared for several music genres. The USER 5 button allows the JUMP NORM/IMM function (normal/immediate jump).
- **MP3**
  The MP3 button enables the MP3 screen where you start playback of the selected track (Figure 21). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.
- **SFX**
  The SFX button enables the SFX screen where you start playback of the selected track (Figure 22). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.
  The SFX tracks are particular tracks containing special effects to be used in different situations, including applause, orchestral hits, snare rolls and many more. This Player can play back MP3s with max 192 Kb/s bitrate e does not support joint-stereo formats.
- **MIDI**
  The MIDI button enables the MIDI screen where you start playback of the selected MIDI file (Figure 23). The fader below adjusts the volume of the MIDI file. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.
  When a MIDI track is playing and the lyric is shown (because you pressed LYRIC ON), you can go back to the list of the MIDI files, by pressing the EXIT button or the F2 button (LYRIC OFF).

Figure 20

Figure 21

Figure 22

Figure 23

- **Making a MIX**

The Player allows the single track playback or the MIX playback of two or more tracks at the same time, up to four audio tracks and one MIDI track simultaneously.

MIX a WAVE file and one MP3

1. Press the WAVE button.
2. Select an audio file from the WAVE folder.
3. Press the START button (USER 5) or the ENTER button or the START button on the panel.
4. The WAVE track starts playback and its LED flashes.

5. Press the MP3 button.
6. Select one MP3 file from the list.
7. Press the START button (USER 5). Press the START button on the panel, the WAVE track stops and you must press START again in order to start playback the MP3 track.
8. The MP3 track starts playback and its LED flashes. The WAVE track stops and its LED turns off.
9. Instead, if you press the ENTER button, the MP3 track will start playback while the WAVE track is playing. The LED of the MP3 track flashes while the LED of the WAVE track lights steadily.
   In this case, you should lower manually the volume fader of the WAVE track and raise the volume fader of the MP3 track in order to make a sort of manual crossfade between the two tracks.

MIX two WAVE files

1. Press the WAVE button.
2. Select an audio file from the WAVE folder.
3. Press the ENTER button to start playback.
4. Select another audio file from the same WAVE folder.
5. Press the ENTER button to start playback.
6. Adjust the fader 1 and fader 2 of the Player in order to mix the two audio files (TRACK 1 and TRACK 2 in blue colour on the panel).

CROSSFADE

If you want to execute an automatic crossfade between the two tracks while playing, press the CROSSFADE button on the panel and follow the procedure below.

CROSSFADE between WAVE and MP3 files

1. Press the WAVE button.
2. Select an audio file from the WAVE folder (Figure 24).
3. Press the START button (USER 5) or the ENTER button or the START button on the panel.
4. The WAVE track starts playback and its LED flashes.
5. Press the MP3 button.
6. Select an MP3 file from the list (Figure 25).
7. Press the ENTER button.
8. The CROSSFADE button flashes while crossfading the two tracks, accordingly to the CROSSFADE settings (see MENU > KEYBOARD CONTROL > UTILITY > NEXT PAGE) (Figure 26).
9. The volume of the WAVE track decreases while the MP3 track volume increases up to the level set by its fader. Both LEDs of the tracks will flash during the CROSSFADE. When the CROSSFADE is finished, the LED of the WAVE track lights steadily while the LED of the MP3 track flashes.
10. Note that you can apply the same procedure to any other tracks.

NOTE

If you want to create a MIX using all the five tracks, just press the ENTER button when you select the files. Be sure that the CROSSFADE LED is off. For example:

1. ***Press the WAVE button, select a file from the WAVE folder and press ENTER.***
2. ***Press the DJ LOOP button, select a file from the WAVE folder and press ENTER.***
3. ***Press the MP3 button, select a file from the folder MP3 and press ENTER.***
4. ***Press the SFX button, select a file from the folder SFX and press ENTER.***
5. ***Press the MIDI button, select a file from the folder MIDIFILE and press ENTER.***

In this way, all the tracks will be playing simultaneously, and you will be able to adjust the volume of each track by moving the corresponding fader, acting like a Dj player.

Figure 24

Figure 25

Figure 26

New player features

MP3 player now has a mixer. Once selected, you can access to the mixer MENU.

By pressing the F10 button (3 NEXT) you can access the corresponding window of the MIXER (Figure 29) where you can set the following parameters using the CURSOR ◄ ► buttons:
F2–Bass: values +/- 12 dB
F3–Treble: values +/- 12 dB
F4–Loud: values from 0 to +16 dB

Enabled Numb. Files Function

By setting the Enabled Numb. Files parameter to ON on the MENU > Keyboard Control > Utility > Next Page, as illustrated in Figure 27, all the files in the Player are numbered. When they are numbered (Figure 28), they can be recalled in to numerical way, as for Registrations, using the numeric keypad. When this Function is active, by pressing twice the F10 button (3 NEXT) you can access to window similar to Figure 30 where adjust the following parameters:

F6–Alphab./Numeric Sort: file sorting in alphabetical or numerical way.

F7–Number Ass: it allows to assign permanently the numbers into files so that in future if you modify the folder, indexing of files remains the same. This option opens to pop-up where you can assign numbers only to files of the actual Player (F1) or to all file types (F2). In the lower part of the window a progress bar will appear during the file numbering of the folder. Instead, if a numbering is already assigned, a pop-up to remove numbering will appear.

Figure 27

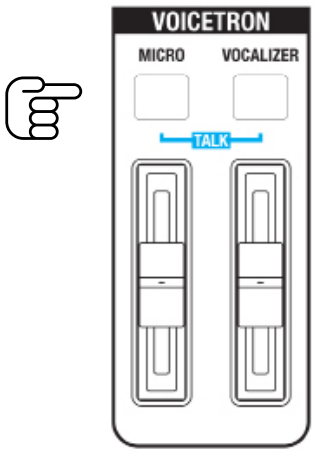
Figure 28

Figure 29

Figure 30

Voicetron

The Voicetron section has one volume fader for MICRO and one volume fader for VOCALIZER, both with on/off LED button. Once you connect a microphone to the MICRO 1 connector and/or MICRO 2 connector, you can access to a wide range of options for the voice processing.



- **MICRO**
  The MICRO button enables both MICRO 1 and MICRO 2 inputs. Connect one or two dynamic microphones to the connectors on the rear panel and adjust the gain level by using the GAIN 1 and GAIN 2 small knobs on rear panel.
- **VOCALIZER**
  The VOCALIZER button enables the multi-processor effects for harmonization and automatic pitch control only on MICRO 1 input.
- **Setting a vocal effect**

1. Press the MICRO button.
2. The screen where to choose the MICRO PRESETS will appear (Figure 31).
3. Press the F1-F10 buttons to set one of the MICRO PRESETS, that is an effect for the microphone connected to MICRO 1 and/or MICRO 2 input.
4. Press the CURSOR ◄ ► to scroll the MICRO PRESETS pages.
   By pressing the F1-F10 buttons you can access two pages with ten MICRO PRESETS each:

PAGE 1	PAGE 2
F1–DRY	F1–GIRL
F2–REVERB SMALL	F2–BABY
F3–REVERB MEDIUM	F3–VIBRATO
F4–REVERB LARGE	F4–PHONE
F5–REVERB GATED	F5–ANGEL
F6–BOOST	F6–MICRO_01
F7–ECHO REVERB	F7–MICRO_02
F8–ECHO REVERB TAP	F8–MICRO_03
F9–CORRECTION	F9–MICRO_04
F10–BEAR	F10–MICRO_05

Figure 31

■ Setting a VOCALIZER effect

1. Press the VOCALIZER button.
2. The screen where to choose the VOICETRON PRESETS will appear (Figure 32).
3. Press the F1-F10 buttons to set one of the VOICETRON PRESETS, that is an effect for the microphone connected to MICRO 1 input.
4. Press the CURSOR ◄ ► to scroll the pages of VOICETRON PRESETS.

   By pressing the F1-F10 buttons you can access two pages with ten VOICETRON PRESETS each:

PAGE 1	PAGE 2
F1–VOCALIZER	F1–USER 1
F2–AUTOTUNE VOCAL	F2–USER 2
F3–BLUEGRASS DUET	F3–USER 3
F4–COUNTRY DUET	F4–USER 4
F5–CHAINED DUET	F5–USER 5
F6–STANDARD TRIO	F6–USER 6
F7–STANDARD TRIO 2	F7–USER 7
F8–CHAINED TRIO	F8–USER 8
F9–STAND. QUARTET	F9–USER 9
F10–JAZZ QUARTET	F10–MIDI MODE

Figure 32

Figure 33

■ Editing a VOCALIZER effect

1. Select a VOCALIZER effect.
2. By pressing the EDIT button, a screen like the Figure 33 will appear. Press the F1-F10 buttons to access the parameter settings of the VOCALIZER:
   F1 - DUET: duet effects (two voices).
   F2 - TRIO: trio effects (three voices).
   F3 - QUARTET: quartet effects (four voices).
   F4 - QUINTET: quintet effects (five voices).
   F5 - FIXED INTERV.: fixed interval effects.
   F6 - VOCODER: vocoder parameters.
   F7 - VOICES EDIT: parameters of the voice (up to five voices) Volume, Pan, Formant, Detune, Cutoff, Resonance.
   F8 - EQUALIZER: 10 bands graphic equalizer.
   F9 - EFFECTS: parameters of the effects.

F10 - VOCAL TO ARR.: the vocalizer effect changes accordingly to the Arranger parts. For example, you can set a DUET effect for the START, a TRIO effect for the A variation of the Arranger, a VOCODER effect for the B variation of the Arranger and so on. For details see on page 104.

Master

The Master fader is located at right of the Voicetron section and adjusts the global volume of the instrument. It features a FADE function which enables an automatic fade-out during playback, that is a gradual smooth volume reduction to zero.

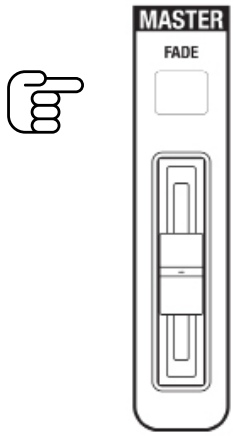


Figure 34

- **FADE**
  By pressing the FADE button, the LED flashes and the volume will be reduced gradually, accordingly to the CROSSFADE settings. Please see MENU > KEYBOARD CONTROL > UTILITY > NEXT PAGE (Figure 34). Once the fade-out is over, the LED of the FADE button turns off.
  Note that the fade-out does not apply to the microphone output. In this way, you will be able to talk/sing during the fade-out.

NOTE

THe FADE function works both as FADE Out and FADE In. Just press the FADE button while the Arranger or the Player are stopped.

Main View

The new MAIN VIEW interface allows to display all the items of the main screen in a more easy-to-operate way.

■ Activating the MAIN VIEW

1. Press the MENU button on the front panel to open the screen MENU as shown in Figure 35.
2. Press the F4 button corresponding to KEYBOARD CONTROL as shown by the arrow in Figure 35.
3. Press the F10 button corresponding to UTILITY as shown in Figure 36.
4. Press the USER button 5 (NEXT PAGE) as shown in Figure 37.
5. Press the F6 button to select MAIN VIEW as shown in Figure 37.
6. Now you can ulf the DATA/VALUE wheel or the CURSOR ◄ ► to select the value OFF or ON as shown in Figure 38.
7. Press the EXIT button to go to the previous window of the MENU.
8. Press the MENU button to exit the MENU environment.

■ Storing MAIN VIEW at start-up

Once out of the MENU environment, you may want to store the new MAIN VIEW at start-up of the keyboard. Press the SAVE button on the front panel. A screen like Figure 39 will appear. Press the F6 button corresponding to CUSTOM STARTUP. At start-up the display will be set to the new MAIN VIEW.

Figure 35

Figure 36

Figure 37

Figure 38

Figure 39

Autoswitch Time

Strictly pertaining to the new MAIN VIEW interface, the AUTOSWITCH TIME function allows to set the switching time up to 60 seconds before the MAIN VIEW switches from other environments. For example, after you choose a style or an instrument, the display switch automatically to the MAIN VIEW after the AUTOSWITCH TIME set by this parameter.

■ Setting the AUTOSWITCH TIME

1. Press the MENU button on the front panel to open the MENU screen.
2. Press the F4 button corresponding to KEYBOARD CONTROL.
3. Press the F10 button corresponding to UTILITY.
4. Press the USER 5 button (NEXT PAGE).
5. Press the F7 button to select AUTOSWITCH TIME (sec) as shown in Figure 40.
6. Now you can ulf the DATA/VALUE wheel or the CURSOR ◄ ► buttons to set the value in seconds from 1 to 60 seconds as shown in Figure 41.
7. Please set a time value between 3 and 5 seconds (even if you can set a higher value).
8. Press the EXIT button to go to the previous window of the MENU.
9. Press the MENU button to exit the MENU environment.

NOTE

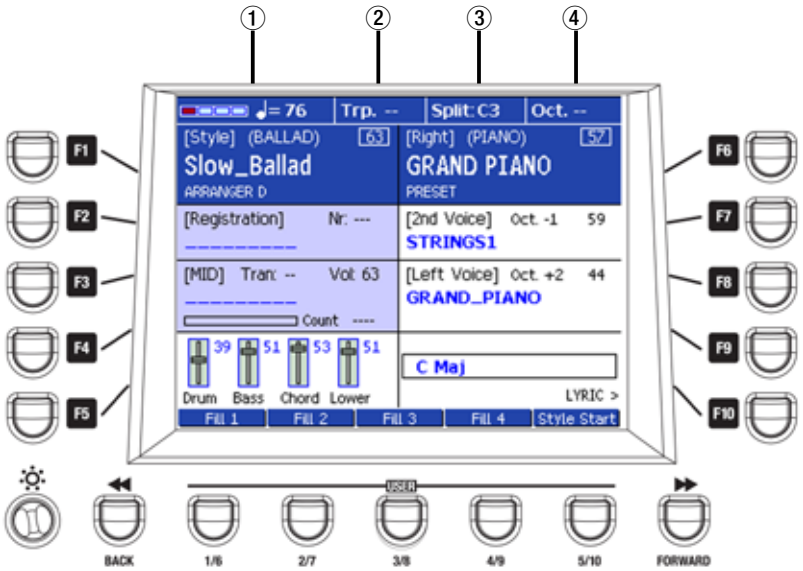
If you set the AUTOSWITCH TIME (sec) to OFF, the AUTOSWITCH function will be switched off. In this case, if you want to return to the MAIN VIEW from other screens, you must press manually the EXIT button on the front panel.

Figure 40

Figure 41

Main View description

Hereunder, you can see the organization of the graphical layout of the MAIN VIEW window.



■ MAIN VIEW Window

① ① **BPM Tempo**
It shows the BPM Tempo set for the style or the current filely loaded in the Player. When the Arranger or the Player are playing, the red and green LED light accordingly to the musical division.

② **Transpose**
It shows the transpoIf value of the right hand or of the current filely loaded in the Player.

③ **Split**
It shows the split point currently set on the keyboard.

④ **Octave**
It shows the octave transpoIf value for the right hand.

F1 – The F1 button opens the window for style selection. It shows also the value of the volume set from STYLE MASTER and the ABCD variation of the Arranger (Figure 42).

F2 – The F2 button opens the window for the REGISTRATION selection (Figure 43). More details in the REGISTRATION section of this manual.

Figure 42

Figure 43

F3/F4 – The F3 button (or F4) opens the default window for MIDI files selection. It also shows the value of the volume set on the MIDI Player (Figure 44). More details on “MIDI Player (MAIN VIEW)” section of this manual.

F5 – The F5 button does not open any window. It indicates the MAIN VIEW section corresponding to the mixer parts of the Arranger. In this section the volume values of Drum, Bass, Chord and Lower (Figure 45) are displayed.

F6 – The F6 button opens the window of VOICES selection for the right hand (RIGHT). It also shows the value of the volume set for the right hand and the type of VOICE, such as PRESET, PROGRAM, DRAWBARS or INSTRUMENT (SUPERSOLO).

F7 – The F7 button opens the window for VOICES selection for the 2ND VOICE. It also shows the value of the volume set for the 2ND VOICE and the octave shift (set by PROGRAM). If you select an instrument from the MAIN VIEW window, the octave will be set to the standard 0 value and “—” will appear.

F8 – The F8 button opens the window for VOICES selection for the left hand (LEFT VOICE). It also shows the value of the volume set for and octave shift.

F9 – The F9 button does not open any window.

F10 – The F10 button opens the LYRIC window. If no MIDI file is selected or the MIDI file does not contain lyrics, the LYRIC section of this window will appear empty (Figure 46). To return to the MAIN VIEW display, press the F10 button again, or any other button (STYLE, VOICES, DRUM SET, PROGRAM or Player button).

Figure 44

Figure 45

Figure 46

MIDI Player (MAIN VIEW)

From the MAIN VIEW window you can select directly one of the MIDI files stored on disc and display the karaoke lyrics, if present.

■ Selecting MIDI files from MAIN VIEW

1. In the MAIN VIEW window, press the F3 button (or F4). A list of MIDI files of the MIDIFILE folder will appear (Figure 47).
2. Select using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel a MIDI file from the list. Our example is “JENNIFER.MID”.
3. Press the ENTER button to start MIDI file playback.
4. If the MIDI file contains lyrics, you will see them on the right section of the MAIN VIEW window, as illustrated in Figure 48.
5. The USER buttons from 1 to 4 under the MAIN VIEW window will work like this:
   USER 1: PAUSE/CONTINUE
   USER 2: STOP
   USER 3: LEAD ON/OFF (melody mute)
   USER 4: EXIT (exit from the Lyric or MAIN VIEW window).
6. While the MIDI file is playing back or paused, by pressing the F3 button (or F4) a second time, the MAIN VIEW window is divided in two sections (Figure 49):
   to the right, the section LYRIC.
   To the left, the list of the MIDI files on the disc.
7. In this way, while the current file is playing back, you can select the file from the list using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and start using the ENTER button.
8. Press the F3 button (or F4) again to dispaly the ordinary window.
9. Press the F10 button To switch the window LYRIC ON/OFF.

■ HOME button of the MIDI Player

By pressing the MIDI button of the Player you can enter the usual list of MIDI files on the disc. The window now shows the HOME function activated by the USER 3 button, as illustrated in Figure 50. The HOME function is useful when you want return to the MAIN VIEW and operate from the new functions.

Figure 47

Figure 48

Figure 49

Figure 50

WAVE Player (MAIN VIEW)

From the MAIN VIEW window you can select directly the WAV file on disc.

■ Selecting a WAV file from the MAIN VIEW

1. The default MAIN VIEW window allows the selection of MIDI files. For this reason it's necessary to press the WAVE button of the Player. The list of the WAV file of the WAVE folder will appear (Figure 51).
2. Select a WAV file from the list using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Our example is "Funky Tune.wav".
3. Press the ENTER button to start playback of the WAV file.
4. Press the USER 3 (HOME) button to activate the MAIN VIEW window, as shown by the arrow of Figure 51.
5. The MAIN VIEW window will appear and, on the right side, the list of WAV files on the disc (Figure 52).
6. If the WAV file contains lyric, the LYRIC window will appear in place of the list, as illustrated in Figure 53.
7. The USER buttons from 1 to 4 in the MAIN VIEW window will have the following functions:
   USER 1: PAUSE/CONTINUE
   USER 2: STOP
   USER 3: LEAD ON/OFF (melody mute)
   USER 4: EXIT (exit from the Lyric or MAIN VIEW window).
8. By pressing the F3 button (or F4) a second time while the WAV file with lyric is playing back or paused, the MAIN VIEW window is divided into two sections (Figure 54):
   the section LYRIC on the right side.
   the list of the WAV files on the disc on the left side.
9. In this way, while the current file is playing back, you can select a file from the list by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and start by using the button ENTER.
10. To return to the main window, press the F3 button (or F4) again.

Figure 51

Figure 52

Figure 53

Figure 54

MP3/SFX Player (MAIN VIEW)

From the MAIN VIEW window you can select directly the MP3 or SFX files on disc.

■ Selecting an MP3/SFX file from MAIN VIEW

1. The default MAIN VIEW window allows the selection of MIDI files. For this reason it's necessary to press the MP3 button or SFX button of the Player. A list of MP3 files of the MP3 folder (Figure 55) or SFX files of the SFX folder will appear (Figure 56).
2. Select an MP3 file or SFX from the list by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel.
3. Press the ENTER button to start playback of the MP3 file or SFX file.
4. Press the USER 3 (HOME) button to activate the MAIN VIEW window, as shown by the arrow of Figure 55 and Figure 56.
5. The MAIN VIEW window will appear and, on the right side, the list of MP3 files (Figure 57) or SFX files (Figure 58) on the disc.
6. If an MP3/SFX file contains lyric, the LYRIC window will appear in place of the list, as illustrated in Figure 58.
7. The USER from 1 to 4 buttons in the MAIN VIEW window will have the following functions:
   USER 1: PAUSE/CONTINUE
   USER 2: STOP
   USER 3: LEAD ON/OFF (melody mute)
   USER 4: EXIT (exit from the Lyric or MAIN VIEW window).
8. By pressing the F3 button (or F4) a second time while an MP3/SFX file with lyric is playing back or paused, the MAIN VIEW window is divided into two sections (Figure 59):
   the section LYRIC on the right side.
   the list of the MP3/SFX files on the disc on the left side.
9. In this way, while the current file is playing back, you can select a file from the list by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and start with button ENTER.
10. To return to the ordinary window, press the F3 button (or F4) again.

Figure 55

Figure 56

Figure 57

Figure 58

Figure 59

DJ LOOP Player (MAIN VIEW)

From the MAIN VIEW window you can select directly the DJ LOOP files on disc.

■ Selecting a DJ LOOP from MAIN VIEW

1. The default MAIN VIEW window allows the selection of MIDI files. For this reason it's necessary to press the DJ LOOP button of the Player. A list of DJ LOOP of the folder DJ_ LOOP will appear (Figure 60).
2. Select a DJ LOOP from the list by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Our example is "ArtOfSun.djl".
3. Press the ENTER button for load the DJ LOOP into memory and the START button to start playback of the DJ LOOP.
4. Press the USER 3 (HOME) button to activate the MAIN VIEW window, as shown by the arrow of Figure 60.
5. By pressing the F3 button (or F4) the MAIN VIEW window will appear and, on the right side, the list of DJ LOOP (Figure 61). In this way, while the current file is playing back, you can select a file from the list using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and start with th ENTER button.
6. The USER buttons from 1 to 4 in the MAIN VIEW window will have the following functions:
   USER 1: PAUSE/CONTINUE
   USER 2: STOP
   USER 3: LEAD ON/OFF (melody mute)
   USER 4: EXIT (exit from the Lyric or MAIN VIEW window).

Figure 60

Figure 61

Program

For each button of the VOICES section you can create and store a PROGRAM sound.
You can modify a PROGRAM by pressing the EDIT button and a button of the VOICES section.

■ Creating a PROGRAM

1. Press the PROGRAM button.
2. Press a button of the VOICES section, for example PIANO. The current PROGRAM will appear (Figure 62). You can also insert an INS instrument, already loaded in memory (see RAM INS / SUPERSOLO section on page 74).
3. Press the EDIT button. The parameters of the current PROGRAM will be displayed (Figure 63).
4. The F1-F10 buttons allow the selection of the parameters of the PROGRAM as explained later.

F1/F6–VOICES

By pressing the F1 or F6 buttons you will highlight repeatedly one of three voices that you can assign to the same PROGRAM.
In the example, the first voice selected is CLAVINET while the reamaining two voices are inactive (OFF).
Once you have highlighted one of three VOICES of the PROGRAM you can rotate the DATA/VALUE wheel or press the CURSOR buttons to select an instrument available from the GM banks (Figure 64).
For example, you can choose an instrument for each VOICE from the PIANO bank as follows:

- Grand_Piano
- Concert_Grand
- Rock&Roll
- Bright_Grand
- Jingle
- Harpsichord
- Clavinet
- Electric
- Upright
- Latin_Piano
- Concert_L
- Concert_R
- Ac_Grand_L
- Ac_Grand_R
- Concert_Bright
- Harps_Wide
- Harps_Octave
- Pulse_Clavi

Press the CURSOR ◄ ► buttons together to switch a voice OFF.

Figure 62

Figure 63

Figure 64

Figure 65

5. You can also assign one DRAWBARS voice to each PROGRAM, only for the third VOICE. Move the selection on the third VOICE by using the buttons F1 or F6 and press the DRAWBARS button to select one organ voice by using the CURSOR ◄ ► buttons or the wheel (Figure 65).

NOTE

By using the CURSOR ▲ ▼ buttons you can scroll all the instruments from top to the the bottom of the list instead of scrolling them continously. That is, in the above example, from Grand_Piano up to Pulse_Clavi1..

F2/F7–VOLUME
By pressing the F2 or F7 buttons you will highlight repeatdly the voice of which you want adjust the volume. Use the DATA/VALUE wheel or the CURSOR ◄ ► buttons to adjust the volume from 0 to 63 of three voices independently (Figure 66).
Press the CURSOR ◄ ► buttons together to automatically set the volume to zero.

Figure 66

F3/F8–SHIFT
By pressing the F3 or F8 buttons you will highlight repeatdly the voice of which you want adjust the pitch.
Use the DATA/VALUE wheel or the CURSOR ◄ ► buttons to adjust the pitch of three voices by +/- 24 semitones independently (Figure 67). Press the CURSOR ◄ ► buttons together to set automatically the pitch to zero (—).

Figure 67

F4/F9–TUNE
By pressing the F4 or F9 buttons you will highlight repeatdly the voice of which you want adjust the fine pitch. Use the DATA/VALUE wheel or the CURSOR ◄ ► buttons to adjust the fine pitch of three voices independently. The value from –63 to + 64 corresponds to +/- 100 cents, that is +/- 1 semitone (Figure 68). Press the CURSOR ◄ ► buttons together to automatically set the fine pitch to zero (—).

Figure 68

F5/F10–PAN
By pressing the F5 or F10 buttons you will highlight repeatdly the voice of which you want adjust the panoramic position (PAN). Use the DATA/VALUE wheel or the CURSOR ◄ ► buttons to adjust the PAN of three voices independently. The value from 63R to 64L corresponds to the right and to the left position, respectively (Figure 69). Press the CURSOR ◄ ► buttons together to automatically set the PAN in the center position (>|<).

Figure 69

VOICE EDIT

Press the USER 1 button to access the edit page of each VOICE of the PROGRAM. You will see a screen similar to Figure 70 where all the parameters of the VOICE of the PROGRAM will appear. By using the F1 to F10 buttons you can select a parameter and modify the value using the DATA/VALUE wheel or the CURSOR ◄ ► buttons . Press the CURSOR ◄ ► buttons together to set the default value (32).

- F1–ATTACK: modifies the attack time of the envelope. Values from 0 to 63 (default 32) (Figure 71).
- F2–DECAY: modifies the decay time of the envelope. Values from 0 to 63 (default 32).
- F3–SUSTAIN: modifies the sustain time of the envelope. Values from 0 to 63 (default 32).
- F4–RELEASE: modifies the release time of the envelope. Values from 0 to 63 (default 32).
- F5–LEVEL: modifies the envelope level. Values from 26 to 63 (default 32).
- F6–RESONANCE: modifies the resonance level. Values from 0 to 63 (default 32).
- F7–CUTOFF: modifies the cutoff frequency. Values from 0 to 63 (default 32).
- F8–DCA OFFSET: modifies the OFFSET of the DCA (Digital Controlled Amplifier) envelope. In other words, it raises/lowers the influence on the amplifier. Values from 0 to 63 (default 32).
- F9–DCF OFFSET: modifies the OFFSET of the DCF (Digital Controlled Filter) envelope. In other words, it raises/lowers the influence on the filter. Values from 0 to 63 (default 32).
- F10- LFO. The F10 button opens a further edit page to modify LFO parameters (Figure 72), that is the parameters of the Low Frequency Oscillator.

You can access the LFO parameters by using the F1... F10 buttons. The selected parameter can be modified by using the DATA/VALUE wheel or the CURSOR ◄ ► buttons. The value range for each parameter is from 0 to 63. Press the CURSOR ◄ ► buttons together to set the default value (32).
F1–VIBRATO RATE: vibrato frequency.
F2–VIBRATO DEPTH: vibrato depth.
F3–VIBRATO DELAY: vibrato delay.
F6–LFO RATE: oscillator frequency.
F7–LFO TVF: LFO amount on the filter.
F8–LFO TVA: LFO amount on the amplifier.

After you have modified the parameters of each VOICE in the VOICE EDIT page, press the USER 1 button (Progr. Edit) to return to the previous page.

Select a different VOICE by using the F1 or F6 buttons and press the USER 1 button (Voice Edit) to modify the voice parameters.

Figure 70

Figure 71

Figure 72

NOTE

Press the USER 1 button (Progr. Edit) to return from the LFO page to the VOICE EDIT page. Press the USER 1 button (Progr. Edit) again to return to the initial PROGRAM EDIT page.

NOTE

If you set an organ DRAWBARS on the VOICE number 3 of the PROGRAM, the parameters of the VOICE EDIT page are visible but you cannot modify the organ voice parameters.

2ND VOICE

Press the USER 2 button (2nd Voice) to see a screen like Figure 73 by using the parameters for the second voice (2ND VOICE), that you can activate by pressing the 2ND VOICE button in the VOICES section.
Press the F1... F10 buttons to access the parameters of the 2ND VOICE. Modify the values of the selected parameter by using the DATA/VALUE wheel or the CURSOR ◄ ► buttons.

- F1–2ND VOICE: you can assign an instrument from those of the GM banks.
  For example:
  Strings1
  Strings2
  Strings3
  Symphonic
  Timpani
  Geige
  Contrabass
  Tremolos
  ... etc.

- F2–VOLUME: you can adjust the volume of the 2ND VOICE. Press the CURSOR ◄ ► buttons together to set the value to 0.
- F3–OCTAVE: you can set +/- 2 octaves of the 2ND VOICE (Figure 74). Press the CURSOR ◄ ► buttons together to set the value to zero (—).
- F4–TUNE: you can adjust the fine pitch by +/- 100 cent of semitone (values from -63 to + 64).
- F5–REVERB: you can adjust the send level to the reverb (Figure 75). Press the CURSOR ◄ ► buttons together to set the value to 0.
- F6–EFFECT ASSIGN: you can assign a second effect, such as CHORUS or ECHO.
- F7–EFFECT SEND: you can adjust the send level of the second effect (CHORUS or ECHO).
- F8–SUSTAIN: you can enable/disable the SUSTAIN pedal on the second voice.
- F9–SPLIT: you can set the right split note for the second voice.
- F10–CONTROLS: opens a further control page for the 2ND VOICE (Figure 76) where to switch the following parameters ON/OFF:
  F1–PORTAMENTO ON/OFF: enable/disable the Portamento control.
  F2–AFTERTOUCH ON/OFF: enable/disable the Aftertouch control.
  F3–PITCH BEND ON/OFF: enable/disable the Pitch Bend control.
  F4–MODULATION ON/OFF: enable/disable the Modulation Wheel control.
  F5–EXPRESSION ON/OFF: enable/disable the Expression control.

Figure 73

Figure 74

Figure 75

Figure 76

EFF. MODE

The USER 3 button opens a screen like Figure 77 where all the parameters for EFF. MODE will appear, that is the effects mode of the PROGRAM. Use the F1... F10 buttons to modify the parameters of the effects mode. Once you select a parameter, you can modify the value by using the DATA/VALUE wheel or the CURSOR ◄ ► buttons.

- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first screen of PROGRAM EDIT page.
- F2/F7–REV TYPE: you can choose a reverb type (Figure 78). For example:

Studio1
Studio2
Club1
Club2
Hall1
Hall2
Theatre1
Theatre2
Stage1
Stage2
Church1
Church2
Hangar
Galaxy
Space
User Rev1 (user reverb 1)
User Rev2 (user reverb 2)
User Rev3 (user reverb 3)
User Rev4 (user reverb 4)
User Rev5 (user reverb 5)

- F3/F8–EFF. ASSIGN: you can assign an effect to each VOICE (Figure 79) as shown below:

NONE: no effect
CHORUS: Chorus effect
ECHO: Echo effect
ECHO+CHO: Echo + Chorus effect
DIST: Distortion effect
DIST+CHO: Distortion + Echo effect
DIST+ECHO+CHO: Distortion + Echo + Chorus effect

- F4/F9–EFF. TYPE: for each assigned effect you can set the effect type (Figure 80).
  E.g., for the CHORUS effect type you can choose:

Chorus1, Chorus2, Chorus3... Chorus6
Tremolo1, Tremolo2, Tremolo3
Phaser1, Phaser2, Phaser3
Flanger1, Flanger2, Flanger3
User Cho1, User Cho2 ... User Cho5

Figure 77

Figure 78

Figure 79

Figure 80

NOTE

By pressing the CURSOR ◄ ► buttons together you set the default effect.

WARNING

If you select the DIST (Distortion) effect for one VOICE you cannot select an effect like CHORUS or ECHO for the remaining VOICES. You can select an effect like DIST for the three VOICES or any combination of DIST+CHO or DIST+ECHO+CHO effects.

For the ECHO effect (Figure 81) you can choose from the following types:

Mono Echo1, Mono Echo2... Mono Echo5
Stereo Echo1, Stereo Echo2... Stereo Echo5
Triple Echo1, Triple Echo2... Triple Echo5
Mono User1
Stereo User1, Stereo User2
Triple User1, Triple User2

For the DIST effect (Figure 82) you can choose from the following types:

Overdrive1, Overdrive2, Overdrive3
Tube 1, Tube 2
Distorsion1, Distorsion2, Distorsion3
Hyper Dist.
Grunge
Fuzz
Hot British
Org. Over.1, Org. Over.2, Org. Over.3
Over. User1, Over. User2
Dist. User1, Dist. User2, Dist. User3

When you set a distortion, please consider that the volume of the VOICE represents the volume to the distortion input and the DISTORSOR item in EFF SEND represents the output of the distortion.

- F5–ROTOR ON/OFF: you can enable/disable the ROTOR effect (Figure 83). You can control the speed by using the SLOW and FAST buttons of the ROTOR section on the panel.
- F10–SUST. PEDAL TO ROTOR ON/OFF: you can enable/disable the functionality of the ROTOR effect to the sustain pedal (Figure 84) connected to the SUSTAIN connector on the rear panel.

EFF. SEND

The USER 4 button will open a screen like Figure 85 where you can modify the effects send parameters. In this way you can hear the effects assigned in the EFF. MODE page.
Once you select a parameter, you can modify its value by using the DATA/VALUE wheel or the CURSOR ◄ ► buttons. Use the function F1/ F6 buttons to select one of three VOICES of the PROGRAM.

WARNING

The values of the parameters for EFF. ASSIGN and EFF. TYPE are strictly connected to the parameters of the EFF. SEND page. You coud not hear any effect until you adjust the sends in the EFF. SEND page, as explained later.

Figure 81

Figure 82

Figure 83

Figure 84

Figure 85

- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first PROGRAM EDIT screen.
- F2/F7–REVERB: you can adjust the reverb effect send. Values from 0 to 63 (Figure 86). By pressing together the CURSOR ◄ ► buttons you set the reverb send to 0.

NOTE

If in the EFF. MODE page you choose an effect like DIST, DIST+CHO or DIST+ECHO+CHO, you cannot adjust the REVERB send independently for each voice. The parameter adjustment of the effect send is common to all three voices, so the adjustment of one effect send, affects all the effect sends.

Figure 86

- F3/F8–CHORUS: you can adjust the Chorus effect send when you select the CHORUS effect type in the EFF. MODE page. Values from 0 to 63. By pressing the CURSOR ◄ ► buttons together you set the effect CHORUS send to 0 (Figure 87).
- F4/F9–ECHO: you can adjust the Echo effect send when you select the ECHO effect type in the EFF. MODE page. Values from 0 to 63. By pressing together the CURSOR ◄ ► buttons together you set the effect ECHO send to 0 (Figure 88).
- F5/F10–DISTORSOR: you can adjust the distortion effect send when you select the DIST effect type in the EFF. MODE page. Values from 0 to 63. By pressing together the CURSOR ◄ ► buttons together you set the effect DISTORTION send to 0 (Figure 89).

Figure 87

NOTE

If you set an effect like DIST, DIST+CHO or DIST+ECHO+CHO in the EFF. MODE page, you cannot adjust the CHORUS, ECHO and DISTORSOR sends independently for each voice. The parameter adjustment of the effect send is common to all three voices, so the adjustment of one effect send, affects all the effect sends.

Figure 89

Figure 88

CONTROL 1

The USER 5 button opens a screen like Figure 90 where you can modify the parameters of the CONTROL 1 page. You can access the parameters by using the F1... F10 buttons in order to program the VOICES in splits or dynamic layers on the keyboard. Once you select the parameter, you can modify the parameters by using the DATA/VALUE wheel or the CURSOR ◄ ► buttons. Use the function F1/F6 buttons to select one of three VOICES of the PROGRAM.

Figure 90

- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first PROGRAM EDIT screen.
- F2/F7–RANGE (Figure 91): you can set the split points of the three instruments. You can set the split points for each VOICE playing directly on the keyboard. For example:
  E0 (lower NOTE of the first VOICE)
  B1 (higher NOTE of the first VOICE)
  C2 (lower NOTE of the second VOICE)
  B3 (higher NOTE of the second VOICE)
  C4 (lower NOTE of the third VOICE)
  G6 (higher NOTE of the third VOICE)
- F3/F8–VELOCITY (Figure 92): you can set the dynamic value for each VOICE (values from 0 to 127). For example:
  Minimum VELOCITY for the first VOICE: 1
  Maximum VELOCITY for the first VOICE: 88
  Minimum VELOCITY for the second VOICE: 89
  Maximum VELOCITY for the second VOICE: 127
  Minimum VELOCITY for the third VOICE: 1
  Maximum VELOCITY for the third VOICE: 127

This means that if you play on the keyboard with a VELOCITY value (dynamic value) from 89 or above, the first VOICE will stop playing, while the second will play. Instead, the third VOICE will always play at any velocity value.
By pressing together the CURSOR buttons you can set the value to 1 in the odd VELOCITY boxes and to 127 in the even boxes.

- F4/F9–SUSTAIN (Figure 93): enable/disable the sustain pedal for each VOICE.
- F5/F10–EXPR (Figure 94): enable/disable the expression control for each VOICE.

Figure 91

Figure 93

Figure 92

Figure 94

Figure 95

CONTROL 2

You can open a second control page from the CONTROL 1 page where you can modify further parameters of the PROGRAM.
By pressing the USER 5 button (Control 2) from the CONTROL 1 page you will see a screen like Figure 95. Once you select a parameter, you can modify the value by using the DATA/VALUE wheel or the CURSOR ◄ ► buttons. Press the USER 5 button (Control 1) again to return to the CONTROL 1 page. You can choose the the parameters by using the F1... F10 buttons:

- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first PROGRAM EDIT screen.
- F2/F7–PORT/MONO (Figure 96): you can set the PORTAMENTO time with choosing values from 5 to 127. By pressing the CURSOR ◄ ► buttons together you set the value to OFF.
  When the portamento is OFF you can set the MONO or POLY mode for the VOICE.
  When you set the portamento to any value between 5 and 127, the portamento can be set to LEGATO or POLY: on the first case the portamento acts on the sound in “legato” mode, until a note is released.
  In the second case, it acts in polyphonic manner, retriggering the portamento every time a note is played.
  If the PORTAMENTO effect is stored in one PROGRAM and enabled by the Aft&Port Autoswitch parameter (Menu > Keyboard Control > Aftertouch) you can activate it from the button on the front panel.
- F3/F8–MORPHING (Figure 97): you can set the Morphing modes from one VOICE to another choosing one of the NORMAL, FIRST and SECOND parameters. The MORPHING will affect the sound by moving the Modulation Wheel, with the wording MORPHING in blue.
  You can set the MORPHING effect between two or three VOICES by changing the MODES to MORPHING or MORPH. COUPLING (see below).
- F4–MODES: by using this parameter you can choose the interaction modes between the VOICES. For example, if you select MORPHING, you can move the Modulation Wheel and the sound of the (FIRST) VOICE will morph gradually to the (SECOND) VOICE. If the parameter is set to NORMAL no MORPHING will be applied to that VOICE. Further interaction parameters between the VOICES are:

3 Voice Layer
Duet 1, Duet 2
Trio 1, Trio 2
Steel
Double
2 Hands

F9–HARMONY (Figure 98): you can set the harmonization type choosing from th following parameters:

Voice1
Voice2
Voice3
Off

Figure 96

Figure 97

Figure 98

Duet1, 2 mode
When you select DUET, you can set one VOICE to FIRST and the other to SECOND. If you play one single note only the VOICE set to FIRST will sound, while the SECOND will sound only if you play two or more notes.
1, 2 changes the speed of playing notes.

Trio1, 2 mode
As above but with three notes.

Steel mode
It’s a particular Pitch Bend control on the voices. The Pitch Bend acts only on the lower played note.

Double and 2 Hands mode
They are the copy of the Double and Harmony-2 Hands buttons on the panel. By recalling one VOICE, you can automatically activate the functions stored in the VOICE.

- F5–SPLIT -12 (ON/OFF) (Figure 99): you can enable/disable the SPLIT to -12 semitones function. That is, when SPLIT mode is set, the RIGHT hand will sound a -1 octave, instead, when PIANIST mode is set, the keyboard will sound the original octave.
- F10–AFTER/WHEELS: opens a further edit window for the Aftertouch and of Modulation Wheel parameters.

AFTER/WHEELS

- From the AFTER/WHEELS window you can modify the parameters using the F1... F10 buttons. Once you have selected the parameter, the value can be modified by using the DATA/VALUE wheel or the CURSOR ◄ ► buttons.
- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first PROGRAM EDIT screen.
- F2/F7–AFTERT. (Figure 100): you can assign an Aftertouch control to each instrument. If stored in the PROGRAM and then enabled in Aft&Port Autoswitch (Menu > Keyboard Control > Aftertouch) you can activate it from the button on the front panel.
  For example:
  Pitch1, Pitch2: changes the pitch
  Filter: changes the filter
  Amplitude: changes the amplitude
  Cutoff: changes the cutoff of the filter
  Pit+Cutoff: changes pitch and cutoff
  Pitch+Filt: changes pitch and filter
  Pitch+Ampl: changes pitch and amplitude
  Pit+Fil+Amp: changes pitch, filter and amplitude
  Pi+Fi+Am+Cut: changes pitch, filter, amplitude and cutoff
  Slide 1, Slide 2, Slide 3, Slide 4: applies a slide effect
  Slide Bend: applies a note bending
  Soft Pitch: applies a slight untuning
  By pressing the CURSOR ◄ ► buttons together you can switch the parameter OFF.
- F3/F8–MOD/WHA (Figure 101): you can assign a Modulation wheel control to each VOICE. For example:
  Pitch: changes the pitch
  Filter: changes the filter
  Amplitude: changes the amplitude
  Cutoff: changes the cutoff of the filter
  Pit+Cutoff: changes pitch and cutoff
  Pitch+Filt: changes pitch and filter
  Pit+Fil+Amp: changes pitch, filter and amplitude
  Wha To Pedal: applies a wha-wha effect to the pedal
  Wha To Wheel: applies a wha-wha effect to the wheel
- F4/F9–BEND (Figure 102): you can assign a Bend control to each VOICE. For example:

Figure 99

Figure 100

Figure 101

Figure 102

Pitch: changes the pitch
Pit+Ampl.: changes the pitch and the amplitude
Pit+Cutoff: changes pitch and cutoff
Pit+Amp+Cutt: changes pitch, the amplitude and the cutoff
Pit+TVF: changes pitch and the envelope of the filter
Pit+LFO: changes pitch and LFO amount

NOTE

You can activate wha-wha effect as User Assignable control.

Registration

A Registration stores a complete configuration of the panel. Audya lets you to save two types of Registrations, SINGLE and BLOCK. By using the REGISTRATION button on the front panel you can enter the Registration functions.

■ Creating a SINGLE REGISTRATION

1. Press the REGISTRATION button to open a screen like Figure 103. Some demo REGISTRATION files will appear. In the example, 0001_REGIS.SRG.
2. If not selected, press the USER 5 button in order to select the SINGLE option.
3. Press the SAVE button to give a name to the REGISTRATION. Digit a name in the text box by inputting the characters directly from the keyboard.
   In Figure 104 the example is MY_REGISTRATION.
4. If you want to enable/disable one or more sections, press the USER 1 button (SECTION OFF). You can enable the sections (SECTION ON), by pressing the F1-F10 buttons, as shown in Figure 105. You can enable/disable the following sections:
   F1 - AUTOPLAY: enables/disables the autoplay function of the Player.
   F2 - PLAYER: remembers the current folder of the Player.
   F3 - PLAYLIST: enables the active Play List when you save the registration.
   F4 - TEXT: stores the active text.
   F5 - STYLE: stores the style.
   F6 - TEMPO: stores the tempo.
   F7 - ARRANGER VARIATION: stores the variation of the Arranger A, B, C, D
   F8 - ARRANGER MODES: stores the Arranger settings.
   F9 - RIGHT/LEFT: stores the right hand and left hand settings.
   F10 - SLIDERS: stores the slider settings.
5. By pressing the USER 1 button (Section pg.1) you can enter the second section page (Section pg.2). Press the F1-F10 buttons to activate the sections, as shown in Figure 106. You can enable/disable the following sections:
   F1–EFFECTS: Effects settings.
   F2–MICRO: Mic settings.
   F3–VOICETRON: Voicetron settings.
   F4–DRUM MIXER: Drum Mixer settings.
   F5–MIDI SETTING: MIDI settings.
   F6–UTILITY: Utility page settings.
   F7–ARABIC: Arabic scale settings.
   F8–FOOTSWITCH: Footswitch settings.
   F9–KEYBOARD PARAM: Keyboard parameters settings.
   F10–AUTO SWITCH OFF: Autoswitch settings.
6. Once enabled/disabled all the sections in the (Section pg.1 and Section pg.2), you can press the USER 5 button (SAVE) to store the REGISTRATION again. An overwrite confirmation message will appear. By pressing ENTER you will overwrite the current REGISTRATION, while the EXIT button cancels the operation.

Figure 103

Figure 104

Figure 105

Figure 106

■ Recalling a SINGLE REGISTRATION

1. To recall a REGISTRATION from the list on the window, you can use the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel to select a REGISTRATION and then press the ENTER button (Figure 107).
2. To recall a REGISTRATION you can also use the numeric keypad by switching the USER 3 button NUMERIC ON (Figure 108).
3. For example, by using the option NUMERIC ON, just press the number 1 button to recall the REGISTRATION 0001, or the number 2 button to recall the REGISTRATION 0002 and so on. To recall REGISTRATION with two digits or more you must digit the number sequence of the REGISTRATION. For example, to recall the REGISTRATION 0012, just digit 12 on the numeric keypad.

NOTE

When you save a REGISTRATION in automatic mode, a progressive number of 4 digits is added to the file name: 0001_REGIS.SRG, 0002_REGIS.SRG, etc.

Figure 107

Figure 108

■ Creating a REGISTRATION BLOCK

The REGISTRATION BLOCK is a bunch of twenty SINGLE REGISTRATIONS or direct functions that can be quickly recalled.

4. Press the REGISTRATION button to open the corresponding screen. If not selected, press the USER 4 button to select BLOCK. If there is no file, an empty screen and “EMPTY FOLDER” will appear (Figure 109).
5. Press the EDIT button.
6. Press the USER 1 button (CREATE).
7. The display will show all the SINGLE REGISTRATIONS (Figure 110).
8. By using the F1-F10 buttons, select to which button you want to assign the SINGLE REGISTRATION.
9. Select the SINGLE REGISTRATION by using the DATA/VALUE wheel or the CURSOR ▲ ▼.
10. Press the ENTER button in order to confirm the SINGLE REGISTRATION assigned to any F1-F10 button.
11. Repeat the operation for each F1-F10 button.

NOTE

You can to store the registration single also when ci si trova in altri ambiente type MAIN, by pressing the SAVE button and choosing REGISTRATION.

Figure 109

Figure 110

1. To jump to the second page, press the BACK or FORWARD buttons below the display.
2. If you want to replace or delete one SINGLE REGISTRATION, select it by using the F1-F10 buttons and press the USER 2 button (REPLACE) or USER 3 button (DELETE), respectively, and then the ENTER button.
3. Press the SAVE button and give a name to the REGISTRATION BLOCK. Digit a name in the text box by inputting the characters directly from the keyboard.
4. Once the REGISTRATION BLOCK is saved, you can recall it from the list by using the CURSOR ▲ ▼ or the DATA/VALUE wheel and by pressing the ENTER button (Figure 111).
5. By using the F1-F10 buttons you recall the corresponding SINGLE REGISTRATION. By using USER 1 button you can enable the SINGLE PLAY or MULTI PLAY functions to play the Registration automatically.

■ Recalling a REGISTRATION BLOCK

1. Once a REGISTRATION BLOCK is stored, you can recall it from the list on the window by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Once the file is selected, just press the ENTER button (Figure 112) to recall the REGISTRATION BLOCK.
2. Once the REGISTRATION BLOCK is loaded the REGISTRATION SINGLE is recalled, corresponding to the F1-F10 buttons.
3. By using the USER 1 button you can activate the SINGLE PLAY or MULTI PLAY function in order to play the Registration automatically.
4. It can be useful to store several SINGLE REGISTRATIONS with some WAVE songs prepared into the Player. Storing the SINGLE REGISTRATIONS by using the Player and AUTOPLAY sections enabled, you can quickly recall the REGISTRATION BLOCK containing those SINGLE REGISTRATIONS by using the F1-F10 buttons.

■ Creating a fast REGISTRATION BLOCK

1. In addition to SINGLE REGISTRATION you can save Styles, Voices and Player directly. Open the REGISTRATION screen and press USER 4 (BLOCK).
2. Press the EDIT button and the USER 1 button (CREATE).
3. Press any F1-F10 buttons.
4. Select a Style, a voice or a song from the Player and press ENTER.
5. Do the same for any other F1-F10 button (Figure 113).
6. Press the SAVE button and give a name to the REGISTRATION BLOCK.
7. Press the SAVE button and give a name to the REGISTRATION BLOCK.
8. By using the F1-F10 buttons you can recall the corresponding item (Style, Voice or Player).

Figure 111

Figure 112

Figure 113

NOTE

When you enter the Registration Block EDIT mode, the NUMERIC option is automatically disabled.

■ Recalling a REGISTRATION from the MAIN VIEW window

If the MAIN VIEW function and the NUMERIC ON function are enabled, by pressing the F2 button you can directly recall the REGISTRATION number by using the numeric keypad.

1. From the MAIN VIEW window press the F2 button. “Enter Number ->” will appear (Figure 114).
2. Digit a REGISTRATION number by using the numeric keypad. “Wait Please...” will appear (Figure 115). The corresponding REGISTRATION will be automatically searched and loaded.
3. If the NUMERIC ON function is disabled, you must manually select the REGISTRATION by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and by pressing the ENTER button (Figure 116).

Figure 114

Figure 115

Figure 116

Play List

By pressing the PLAY LIST button you can access the Play Lists stored on the hard disk. In order to create a Play List, follow the procedure below.

■ Creating a PLAY LIST

1. Press the PLAY LIST button. A screen like Figure 117 will appear showing a PLAY LIST demo.
2. Select PLAY LIST DEMO by pressing CURSOR ▼ and press the EDIT button.
3. Press the CREATE button.
4. Press one of the F1-F10 buttons. For example, F1.
5. Press the WAVE button (or MP3, SFX, MIDI) to select a song or a MIDI file, and press ENTER. The selected song/MIDI file will be assigned to the F1 button.
6. Press the F2 button and select another song/MIDI file and press ENTER. The song will be assigned to the F2 button.
7. Do the same for any other F1-F10 button (Figure 118).
8. When finished, press the USER 5 button (SAVE).
9. Give a name to the PLAY LIST and press SAVE again.

Figure 117

Figure 118

NOTE

By pressing the A.PLAY ON/OFF button (USER 5) you can enable/disable the automatic playback of the songs currently in the Play List.

Key Tunes

By pressing the KEY TUNES button in the VOICE section, you can assign a song to each key of the keyboard. You can freely assign any song of the WAVE folder to any key of the keyboard.

■ Creating a KEY TUNE

1. Press the KEY TUNES button. A screen showing “KEY_TUNE_DEMO” will appear (Figure 119), that is a demonstration file to understand KEY TUNES features.
2. Press the USER 3 button (CREATE) in order to create a new KEY TUNE.
3. Select a song from the WAVE folder, by using the DATA/VALUE wheel or the CURSOR ▲ ▼.
4. Press the ENTER button to select the song.
5. The song will be automatically assigned to the C3 key of the keyboard.
6. Select another song and press the ENTER button.
7. The song will be automatically assigned to the C#3 key of the keyboard.
8. Continue assigning all the songs that you want to any key of the keyboard (Figure 120).
9. Press the USER 5 button (SAVE), to store the KEY TUNE.
10. Digit a name on the dialogue box by using the keys on the keyboard. The example shows “MY_TUNE”.
11. Press SAVE again.
12. At this point, the KEY TUNE file named “MY_TUNE” will appear on the screen (Figure 121).
13. To remove a song from a KEY TUNE, press the USER 3 button (REMOVE) below the display.

Figure 119

Figure 120

Figure 121

■ KEY TUNE parameters

When you create a KEY TUNE from scratch or edit a previous one, you can set the following parameters, by using the F1-F10 buttons.

- F3 - START: the start note of the trigger interval (e.g. C3). You can set this, by pressing directly any keys on the keyboard.
- F4 - END: the end note of the trigger interval (e.g. F3). You can set this, by pressing directly any keys on the keyboard.
- F5 - INC/DEC: you can set the automatic insertion of the trigger interval by increasing/decreasing the note automatically. For example, if you begin from C3 and INC is set, the next song is assigned to C#3. If DEC is set, it the next song will be assigned to B2.
- F6 - VOL: sets the output volume of the song in the range 0-127.
- F7 - LOOP ON/OFF: sets the loop on/off.
- F8 - HOLD ON/OFF: sets the hold on/off, that means that the song continues playing after releasing the key, otherwise the song stops.
- F9 - DIN: sets dynamic response of the keyboard, that is, the harder you play, the louder the volume of the song.
- F10 - SINGLE/GLOBAL EDIT: sets the changes for a single KEY TUNE or all.

NOTE

By pressing USER 1 (CLEAR ALL) you will clear all the songs from the current KEY TUNE.

WARNING

The Key Tunes feature uses a WAVE track, so if a Key Tune is playing back, the Wave Player will not work and viceversa.

Double, Harmony

By pressing the DOUBLE button in the VOICE section, you can activate the function to double the octave of the voice for the right hand.

By pressing the HARMONY button in the VOICE section, you can enable the function to harmonize the voice for the right hand. Two pages with 10 options each are available (Figure 122). By using the F1-F10 buttons, you can access the following harmonizations:

PAGE 1	PAGE 2
F1–FULL1	F1–DOWN1
F2–FULL2	F2–UP1
F3–JAZZ1	F3–DOWN2
F4–JAZZ2	F4–UP2
F5–2 HANDS	F5–3RD DOWN
F6–FOLK1	F6–6TH UP
F7–FOLK2	F7–BLUEGRASS DOWN
F8–TRILL*	F8–BUEGRASS UP
F9–REPEAT*	F9–COUNTRY UP
F10–ECHO*	F10–COUNTRY DOWN

The types of HARMONY marked by an asterisk on the table above, are special effects of trill, repetition and echo. You can access the speed parameter (SPEED) for these special effects by pressing repeatedly the USER 2 button below the display. The available SPEED values are: 6, 8, 12 and 24.

In the example shown in Figure 123, if you select the TRILL effect, you will hear the trill effect produced by the note played at right or left of the starting note. You can modify the speed of the trill by using the SPEED parameter corresponding to the USER 2 button.

Figure 122

Figure 123

Style View

From the STYLE section on the front panel you can select a style by using the numeric keypad. If the style uses an Audio Style Modeling, please note that a ^ symbol appears before the style name otherwise the name appears without any symbol (Figure 124).
In order to view and/or edit the parts of the style, with or without an Audio Style Modeling, you can press the STYLE VIEW button of the PLAY CONTROL section.
In this screen the display shows the 10 parts of the style currently selected. By pressing the F1-F10 buttons you can select the corresponding part of the style (Figure 125 and Figure 126):

- F1–DRUM 1
- F2–DRUM 2
- F3–BASS
- F4–LOW 1
- F5–LOW 2
- F6–CH 1
- F7–CH 2
- F8–CH 3
- F9–CH 4
- F10–CH 5

The four buttons, from USER 1 to USER 4 allow to access to the corresponding edit windows: VOICE, EFFECT, PAN, MUTE.

■ VOICE (USER 1)

By pressing VOICE (default selection), you can set an instrument for each part of the style by using the DATA/VALUE wheel.
By using the CURSOR ◄ ► buttons you can raise or lower the volume of the part from 0 to 63.
By pressing the CURSOR ◄ ► buttons together you set the volume of the part to 0.
By using the OCTAVE +/- buttons you can change the octave of the LOW 1 and LOW 2 parts by +/- 48 semitones, 12 semitones steps (Figure 127).

■ EFFECT (USER 2)

By pressing EFFECT, you can select and edit the type and the amount of the effect for each part (Figure 128). The multieffect unit allows the use of four effects simultaneously, that is a type of the effect for all the voices.
Please note that the effects Chorus and Reverb are available for the drum and percussion parts (DRUM1 and DRUM2 and/or Audio Drum and Groove Bank).

Figure 124

Figure 125

Figure 126

Figure 127

Figure 128

For any other part you can set the routing of the effects up to four effects (Figure 129).
By using the F1 button you can select the routing of the effects for the parts. Please note that you select the part on the previous VOICE page (USER 1). By using the F2-F3-F4-F5 buttons you select the effect type:
REVERB TYPE
CHORUS TYPE
ECHO TYPE
DIST. TYPE

By rotating the DATA/VALUE wheel or the CURSOR ◄ ► buttons you can set the effect types for each part. By pressing the CURSOR ◄ ► buttons together, you set the first default effect.
By using the buttons from F7, F8, F9 and F10 you set the amount of the effect for the selected part.
By pressing the CURSOR ◄ ► buttons together you set the amount to 0.

Figure 129

- **PAN (USER 3)**
  By pressing PAN, you can edit the panoramic position of each part of the style (Figure 130) by using the CURSOR ◄ ► buttons. Please note that the PAN cannot be modified for the Audio Drum part.

Figure 130

- **MUTE (USER 4)**
  By pressing MUTE, you can mute the parts of the style by using the F1-F10 buttons. The “muted” parts have an asterisk after the name (Figure 131). Once you have set the MUTE parts in a style, the parts remain muted also changing the style.

Figure 131

NOTE
By pressing button USER 5 you can select the SINGLE or GLOBAL mode in order to change the single Variation of the style or all the Variations.

Audio Style Modeling

The Audio Style Modeling is the powerful system of Audya sound engine. The place where you can “model” the style is the Style View section.

- By entering the Style View section you can see all the sections of the style on the display. Normally, if you select a section, you can change the Program Change by using the DATA/VALUE wheel or choosing directly the sound. You can control the volume with the CURSOR buttons.
- On some sections, by pressing twice the button, you can access directly to a specific Library of that section. The tables of the Library can work in place of the MIDI parts usually programmed for the Style.
- By pressing twice the F1, F2, F3, F9 and F10 buttons you can select from the Audio Style Modeling Libraries or from the ordinary MIDI parts. For example:
  F1-Audio Drum (audio only)
  F2-Groove Bank (audio + MIDI)
  F3-Bass Bank (MIDI)
  F9-Arp & Lick (MIDI)
  F10-Live Guitar (audio + MIDI)
- For all the sections, you can scroll by using the DATA/VALUE wheel or choosing directly the Program Change number by using the 0-9 numeric keypad.
- You can find the Program Change numbers and all the Libraries reference at the the end of this manual.

NOTE

If the style uses some audio parts (e.g. Audio Drum or Live Guitar) a symbol ^ appears in front of the style name. For this reason, when you store a style with audio parts inside, it’s useful to keep the @ character in front of the name (Figure 132). In this way the symbol ^ will appear in front of the style name and you will be able to distinguish between the MIDI styles and the styles containing audio parts.

Figure 132

The Audio Style Modeling sections

1 - Audio Drum

The Audio Drum is a stereo Wave file containing an audio rhythmic sequence. It can replace the normal Drum Set or be “added” to it. If you want only the Audio Drum, you must set volume of the Drum Set (Drum 1) to 0.

The selection of the Audio Drum is made globally for the entire Style. Replacing the Audio Drum of a preset style with another Audio Drum could result in MIDI and Audio parts not matching, while playing Intro/ Ending arrangements.

You can edit the volume of the Audio Drum separately for A, B, C and D and the other parts of the Arranger.

Audio Drum is guaranteed to work well within the range of +/- 30 % of the nominal speed shown for the Audio style.

A 2-bands parameters equalizer setting can be stored for each Audio Drum style (Menu Style Mode > Drum).

The Library contains more than 300 Audio Drum (see list at the end of this manual).

NOTE

When a style with Audio Drum is running, the Wave player is not available.

2 – Groove Bank

The Grooves are short rhythmic sequences (loops) synchronized by using MIDI and controlled in the same way of Drum Sets, with individual controls for volume, reverb, pan, etc.

The Groove Library contains more than 200 loops, with acoustic traditional percussions, Latin and dance percussions.

The Grooves work in the Drum2 section and they always replace the Drum Set (if present).

The Grooves can be stored on the 4 arrangements of the style, with its own volume each.

3 – Bass Bank

The automatic Bass MIDI Library, offers more than 180 bass riffs. It works on the Bass section replacing the normal bass part of the style.

4 - Arp&Lick

The Arpeggio & Lick Library offers a variety of embellishment for various instruments: Piano, Guitar, Strings, Synth, Banjo.

It works in place of the Chord 4 of the Style.

You can store 4 Arp & Lick for any A, B, C and D part.

5 - Live Guitar

The Live Guitar are audio guitar sequences controlled and synchronized by using MIDI.

To scroll the parts please refer to the lists at the end of this manual.

■ Setting an Audio Drum, Groove Bank or Live Guitar.

The selection of the tables for these three parts is the same. This is the procedure to set an Audio Drum. The procedure is the same for the other two parts.

With the Arranger stopped, press the STYLE VIEW button.

1. Press the F1 button.
2. “Wait please...” will appear briefly while reading the Audio Style from disc. The part now is called Audio Drum.
3. Turn the DATA/VALUE wheel to scroll all the available tables or digit the number of the table by using the numeric keypad of the style section. For example, digit 201 to select the Audio Drum called “16 BEAT6_72” (Figure 133).
4. Start the style by using the START button on the panel.
5. To change the Audio Drum, stop the Arranger and repeat from step 3.

Figure 133

Figure 134

■ Setting a Bass Bank or an Arp&Lick

The selection from the tables or sounds for these two parts is the same. This is the procedure to set and edit a Bass Bank.

With the Arranger stopped, press the STYLE VIEW button.

1. Press the F3 button.
2. “Wait please...” will appear briefly while reading the Bass Bank from disc. The part now is called Bass Bank.
3. Turn the DATA/VALUE wheel to scroll all the available tables or digit the number of the table by using the numeric keypad of the style section. For example, digit 55 to select the Bass Bank called “PANDERO1” (Figure 134).
4. Start the style by using the START button on the panel.
5. While the style is playing you can change the instrument choosing from the table by using the DATA/VALUE wheel. You can assign any GM voice.
6. To change the Bass Bank, stop the Arranger and repeat from step 3.

Storing the style

Once you made all the desired settings, press the SAVE button on the front panel and give a name from the keyboard to store the style in the current position (Figure 135). In the example of Figure 136 the style name is MY_BALLAD.
The changes can be stored both for styles containing normal parts and Audio Style Modeling. The style will be stored in the USER STYLE area in the category previously selected.

In other words, if the style is in the BALLAD category, the style will be stored as USER STYLE in the same category.

Figure 135

Figure 136

Selecting the style

1. Press the USER STYLE button on the front panel.
2. Select the category by using the numeric keypad.
3. Select the style by choosing the previously given name (Figure 137).

Figure 137

Style Mode

By pressing the MODE button of the STYLE section, you can access the functions and the settings of the Arranger.

The STYLE MODE main window is similar to Figure 138. From here you can choose 5 sections by using the USER buttons from 1 to 5:

MODES (USER 1)
DRUM (USER 2)
BASS (USER 3)
CHORDS (USER 4)
LOWER (USER 5)

Figure 138

■ MODES (1)

By pressing the USER 1 button once, you can access the first MODES window, where you can see the following functions corresponding to the F1-F10 buttons:

- F1–VOICE LIST TO STYLE
- F2–INTERACT. GUITAR
- F3–PIANIST/BASSIST
- F4–PIANIST SUSTAIN
- F5–PRESET MIX
- F6–AUTO FILL
- F7–AFTER FILL
- F8–FILL TO ARRANGE
- F9–CHORD MODE
- F10–ROOTLESS

Figure 139

VOICE LIST TO STYLE
When this function is ON, it enables the Voice List to Style (Figure 139). You can store for each Style, besides the various parameters, also the Voice List currently selected on the panel. This function works only if the Voice List button is lit while the Style is running.

Figure 140

INTERACT. GUITAR
When the INTERACTIVE GUITAR function is ON, you can set the dynamic value for the LIVE GUITAR part (Figure 140). In other words, by playing harder on the keyboard, the arrangement of the guitar becomes an arpeggio. By playing softer, the guitar plays rhythmic chords.

Figure 141

PIANIST/BASSIST
Once selected by using the F3 button, you can choose between two operative modes by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel for the PIANIST and BASSIST modes (Figure 141).
STANDARD: this mode, lets you freeze the recognized chord by using the Sustain Pedal, so you can play the keyboard without altering the tonality of the Arranger.
AUTO: this mode lets you play 3 or more notes for chord recognition and then play the melody with one or two note max, without altering the tonality of the Arranger.

PIANIST SUSTAIN
When this parameter is ON or OFF (Figure 142) enables/disables the Sustain Pedal control on Pianist when this is activated.

PRESET MIX
When this parameter is ON (Figure 143) the Styles play the original factory mix. While in OFF position, you can freely adjust the volumes of the sections of the Arranger by using the sliders.

AUTOFILL
When this parameter is ON (Figure 144) the drum plays automatically a Fill In when passes from a variation of the Arranger to another.

AFTER FILL
When this parameter is ON (Figure 145) the drum plays the Fill In if you apply an Aftertouch on the left split.

FILL TO ARRANGE
When this parameter is ON (Figure 146) each time you activate the Fill In, causes the automatic change to the next variation.

Figure 142

Figure 143

Figure 144

Figure 145

Figure 146

CHORD MODE

Once CHORD MODE is selected, you can choose among four operative modes for the automatic chords, by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel (Figure 147).

- **Easy 1**
  Standard functionality with normal chord recognition. Some chord can be recognized even if they are played partially. For example, you obtain a major chord playing only the root. By using the root and the minor third you obtain the minor chord. By using the root and the seventh you obtain the seventh chord.
- **Easy 2**
  Similar to Easy 1, but it keeps in memory all the previously played notes, even if one note or more are released.
- **Fingered 1**
  The chord is recognized only by the notes really played.
- **Fingered 2**
  Similar to Fingered 1, but it keeps in memory all the previously played notes, even if one note or more are released.

Figure 147

ROOTLESS

When the parameter is ON (Figure 148) it allows a particular recognition of the chords without the root.

Figure 148

■ MODES (2)

By pressing the USER 1 button twice, you can access the second MODES window (Figure 149). This screen allows to enable/disable the VOICE TO ARRANGE function. This function lets you play an instrument on the right split accordingly to Variation A, B, C, D of any style.

1. From the window with the empty slots (Figure 149), press any F1-F4 buttons.
2. Press a button on the VOICE section (Preset, Program or GM Voice).
3. By using the CURSOR ◄ ► buttons or the DATA/VALUE wheel select an instrument within the category. For example, FM_PIANO of the EL.Piano category (Figure 150).
4. Repeat the operation for each slot.
5. Press the F5 button (Style Enabled) to enable the function for the single Style.
6. Press the F10 button (Global Enabled) to enable the VOICE TO ARRANGE function globally for all the Styles.
7. Save your choices into the current style by pressing the SAVE button on the front panel.

Figure 149

Figure 150

■ DRUM (1)

- By pressing the USER 2 (DRUM) once you can access to the first edit window of the audio drum (Figure 151):
  F1–LIVE DRUM: sets the STRETCH or PITCH mode for Audio Style Modeling of the live drum. The STRETCH algorithm (default) guarantees a good audio quality even changing the tempo. The available range is -30% up to +38% of the nominal speed of the wave.
  The PITCH algorithm matches the tempo change of the sample altering the audio content. The available range is -30% up to +38%.
  F3–BASS FREQ EQ: adjusts the EQ low frequency of the audio drum from 50 Hz to 990 Hz.
  F4–TREBLE FREQ EQ: adjusts the EQ high frequency of the drum from 1030 Hz to 16130 Hz.
  F8–BASS GAIN EQ: adjusts the EQ low frequency gain by +/-12 dB.
  F9–TREBLE GAIN EQ: adjusts the EQ high frequency gain by +/-12 dB.

Figure 151

Storing the DRUM parameters

- The parameters of LIVE DRUM (Stretch and Pitch) and the 2-bands parametric EQ for the audio drum can be saved as USER STYLE with any frequency (FREQ) and gain (GAIN) values.
  Press the SAVE button on the front panel and give a name by using the keyboard or use the same style name, as shown in Figure 152, by pressing the USER 5 button (SAVE).

Figure 152

■ DRUM (2)

- By pressing the USER 2 button twice (DRUM turns off, as shown by the arrow on Figure 153) you can access the AUTOCRASH parameters (Figure 153), that is the automatic hit on the cymbals (CRASH).
  F1–AUTOCRASH INTRO: the Autocrash function can be enabled/disabled after the Intro of the style.
  F2–AUTOCRASH FILL/B: the Autocrash function can be enabled/disabled after the Fill In and the Break of the style.

Figure 153

NOTE

The AUTOCRASH works only if present within the style. If the Autocrash is not programmed into the style its two options have no effect.

■ BASS

- The USER 3 button (BASS) opens the edit window for the bass part of the Arranger. By using the F1-F10 buttons you can set the following options:
  F1–BASS TO ROOT: (Figure 154) brings all the automatic bass notes to the root of the recognized chord.
  F2–RETRIGGER: the bass re-triggers by using the root note each time the chord is recognized.
  F3–PEDALBOARD: enables the functionality of the bass MIDI pedalboard.
  F4–MONO/POLY: (Figure 155) sets the monophonic or polyphonic behaviour of the manual bass and the pedalboard.
  F5–OCTAVE: (Figure 156) octave selection for the manual bass and for the pedalboard, within +/- 2 octaves range.
  F6–SUSTAIN: Sustain length for the manual bass and for the pedalboard, values from 0 to 64.
  F7–PEDAL TO CHORD: the bass pedalboard takes a part in the chord recognition. In this way you can control the automatic bass by using the pedalboard while the automatic chords are always controlled by using the left hand.
  F8–PEDAL DYNAMIC: (Figure 157) dynamic control by using the pedalboard. Use the CURSOR ◄ ► buttons to set a fixed dynamic value from 0 to 127. Press the buttons together to return to normal mode.
  F9–PIANIST BASIC BASS: special feature of the automatic bass within PIANIST mode. You can play the root note of the chord for the beat length. When the beat ends, the bass will follow its original line.
  F10–BASS ALTERNATE: special mode for the alternate bass that follows the chord change accordingly to the correct harmony rules. For example, when you don't play again the root note or the fifth that you have just played. The function works only with the styles in which the alternate root/fifth bass was programmed.

Figure 154

Figure 155

Figure 156

Figure 157

■ CHORDS

- The USER 4 button (CHORDS) allows to access the chords settings (Figure 158). You can select the CLOSE/PARALLEL mode (except Live Guitar) and NORMAL/RETRIGGER mode for the 5 chords of the Style.
  In CLOSE mode the chords follow the intervals of the notes closer to conventional harmony rules.
  In PARALLEL mode the notes of the chords will be transposed without changing the intervals.
  F1–CHORD 1 (CLOSE/PARAL.): sets the Close or Parallel mode.
  F2–CHORD 2 (CLOSE/PARAL.): as above.
  F3–CHORD 3 (CLOSE/PARAL.): as above.
  F4–CHORD 4 (CLOSE/PARAL.): as above.
  F5–CHORD 5 (CLOSE/PARAL.): as above.
  F6–CHORD 1 (NORMAL/RETR.): sets how the chord plays. In RETRIGGER mode, the chord re-trigger each time it is played.
  F7–CHORD 2 (NORMAL/RETR.): as above.
  F8–CHORD 3 (NORMAL/RETR.): as above.
  F9–CHORD 4 (NORMAL/RETR.): as above.
  F 10–CHORD 5 (NORMAL/RETR.): as above.

Figure 158

By pressing the USER 4 button again (CHORD turns off as shown by the lower arrow on Figure 159) you can access the INVERSION function corresponding to F1 button. This function allows the control of the notes and the transposition threshold, so the notes are automatically moved to the lower octave instead of being played on the higher octaves. By using the CURSOR ◄ ► buttons or the DATA/VALUE wheel you can set the Eb E F F# G notes, as shown by the arrow on top of Figure 159.

Figure 159

LOWER

- The USER 5 button (LOWER) opens the edit window for the left hand (Figure 160):
  F1–LOWER 1 HOLD: enables the hold control (Hold) on the first Lower section. The setting is valid for all the Styles.
  F2–LOWER 2 HOLD: enables the hold control (Hold) on the second Lower section. The setting is valid for all the styles.
  F3–OFF STOP: when is ON it exclude the the Lowers during the Stop condition.
  F4–MUTE: global mute of the two Lowers. The setting is valid for all the Styles.
  F5–MODE: sets various modes for the Lower sections. By using the CURSOR ◄ ► buttons or the DATA/VALUE wheel you can set the following values:
  Normal: standard mode, with the Lower always active.
  Bas+Lower: only when the Arranger is stopped, the manual bass and the chord play together.
  Hold Stop: holds the Lower also when the Arranger is stopped, instead of being disabled in normal condition.

Figure 160

GM Part

When MIDI Player is playing back, you can open the window to control the parts corresponding to the MIDI tracks of the file (Figure 161), by pressing the GM PART MIXER button on the PLAY CONTROL section.
By using the USER 1-5 buttons you can see the pages where to set all the parameters of the MIDI tracks of the file.
The USER 1-5 buttons allow to edit the following items:
GM PARTS
FILT. TX/RX
FILT. TO ALL
16 PARTS
UTILITY

Figure 161

Figure 162

Figure 163

■ **GM PARTS (USER 1)**
By pressing GM PARTS (default selection), the F1-F10 buttons allow to set the following parameters:
F1–VOLUME
F2–REVERB
F3–CHORUS/DISTORTION/ECHO
F4–PAN
F5–MUTE
F6–SHIFT (+/- 36 semitones transposition)
F7–CHAN TX ON/OFF
F8–CHAN RX ON/OFF
F9–MODE (VOICE, VOCAL, DRUM)
F10–SOLO

You can change the GM part, that is the track of the current MIDI file, by using the CURSOR ◄ ► buttons.

The parts stand in the middle of the screen as PART 01, PART 02... up to PART 16.
Please note that the F5 and F10 buttons set the MUTE and SOLO functions of the part, respectively.
For each part you can change also the instrument (Program Change) rotating the DATA/VALUE when no F1-F10 buttons is selected. You can set a GM VOICE and a SUPERSOLO previously loaded into RAM.
To deselect a F1-F10 button just press the same button twice.

Transposition of the MIDI part

1. Select the part by pressing the CURSOR ◄ ► buttons. For example, select part 04.
2. Press the F6 button (SHIFT).
3. Turn the DATA/VALUE to set the value. In Figure 162 the part is transposed by +12 semitones.

Setting the VOCAL mode

The melody part is, usually, on MIDI channel 4, so you can set the VOCALIZER effect by turning the DATA/VALUE wheel. When you select the VOCAL mode for the MIDI file part, “MIDI MODE” appears in the middle of the screen (Figure 163). At this point, press the VOCALIZER button on the VOICETRON section, and the MIDI file track will drive the channel of the voice, making double voices and choir effects.

1. Select the part by pressing the CURSOR ◄ ► buttons. For example, select part 04.
2. Press the F9 button (MODE).
3. Turn the DATA/VALUE to set the value by selecting VOCAL (Figure 163).
4. Turn the button VOCALIZER on.
5. To edit the MIDI MODE, please see VOICETRON section later in this manual.

- **FILT. TX/RX (USER 2)**
  By pressing FILT. TX you can access the window where to edit the MIDI transmission filters (Figure 164).
  By pressing the button again you can access the window where to edit the MIDI reception filters.
  To change the MIDI transmission/reception parameters, please see the MENU>MIDI section.
- **FILT. TO ALL (USER 3)**
  By pressing FILT. TO ALL, you can set the filter to all (ALL) or to a single MIDI channel (SINGLE).
- **16 PARTS (USER 4)**
  By pressing 16 PARTS, you can access the window where the status of the 16 parts appear, divided into two windows of 8 parts each. From each of the two windows you can change all the tracks parameters by using the F1-F10 buttons and the DATA/VALUE wheel.

1. Press the F1 or F6 buttons repeatedly to choose the Program Change of the part/track. In this way you see the 16 parts/tracks of the MIDI file. By using the CURSOR ◄ ► buttons or the DATA/VALUE or the VOICE buttons you can select the GM instrument for each part/track (Figure 165).
2. Press the F2 or F7 buttons repeatedly to hilight one of the 16 parts/tracks of the MIDI file. By using the CURSOR ◄ ► buttons or the DATA/VALUE you can set the volume from 0 to 63. By pressing the CURSOR ◄ ► buttons you set the value to 0 (Figure 166).
3. Press the F3 or F8 buttons repeatedly to highlight one of the 16 parts/tracks of the MIDI file. By using the CURSOR ◄ ► buttons or the DATA/VALUE you can set the Reverb from 0 to 63. By pressing the CURSOR ◄ ► buttons you set the value to 0 (Figure 167).
4. Press the F4 or F9 buttons repeatedly to highlight one of the 16 parts/tracks of the MIDI file. By using the CURSOR ◄ ► buttons or the DATA/VALUE you can set the Chorus from 0 to 63. By pressing the CURSOR ◄ ► buttons you set the value to 0.
5. Press the F5 and F10 buttons to set the MUTE and SOLO function of the selected part, respectively. When the part is in MUTE or in SOLO condition, an asterisk will appear. In Figure 168 the part 1 is in SOLO condition. While more parts can be muted, only one part can be soloed.

NOTE

To find one or more parts in MUTE condition, press the F1-F6, F2-F7, F3-F8 or F4-F9 buttons repeatedly. Press F5 or F10 to disable the MUTE condition. Press the F10 button (SOLO) twice if you want to disable quickly the MUTE condition on any part.

Figure 164

Figure 165

Figure 166

Figure 167

Figure 168

■ UTILITY (USER 5)

By pressing UTILITY, you can access the MIDI utility window (Figure 169). Here you can set the following parameters by pressing directly the F1-F10 buttons:

- F1–SOFT-THRU: enables the MIDI Thru.
- F2–MIDI CLOCK IN: enables the MIDI clock reception.
- F3–MIDI CLOCK OUT: enables the MIDI clock transmission.
- F4–LOCAL: enables the Local On/Off function of the keyboard.
- F5–MIDI PORT IN GM: enables the MIDI IN 1 or 2 port for the General MIDI data reception.
- F6–USB MIDI OUT: enables the MIDI transmission on the USB port.
- F7–GM2 MODE: enables the General MIDI 2 mode.
- F8–GLOBAL GM TX: enables the General MIDI global transmission.
- F9–MIDI IN SEND TO: enables the data transmission from the MIDI IN port to the MIDI out 1 or 2 port.

Storing the changes into the MIDI file

1. From the window GM PARTS, when the MIDI file is playing back or paused, press the SAVE button on the front panel. A dialogue window where to type the file name will appear (Figure 170). Give a name to the file by typing letters and numbers directly on the keyboard and then press the USER 5 button (SAVE).
   The MIDI file will be saved with the new name or overwritten, if you leave the same name.
   The parameters settings to store into the MIDI file can be selected by using the F1-F10 buttons. The options will be highlighted by an asterisk (Figure 171):
   F1–Arab. Scale: Arabian scale settings
   F2–Drm. Mixer: Drum Mixer settings
   F3–Part Param: GM part parameters
   F4–Song Param: Song parameters
   F5–Song Tempo: Song tempo setting
   F6–Lead Chan: Lead channel
   F7–Right Param: Right hand parameters
   F8–Song Trans: Song transposition
   F9–Glob. Trans: Globale transposition
   F10–Keyb. Trans: Keyboard transposition
2. Only for an example, in each MIDI file you can store:

- Tempo settings modified by the TEMPO SLOW FAST buttons.
- Keyboard transposition (semitones and/or octaves).
- Song transposition.
- MIDI file parts transposition.

Figure 169

Figure 170

Figure 171

- Volume, Reverb and Chorus of each part.
- Right hand instrument.
- Single drum instruments settings of the drum, e.g. muting some of them into the MIDI file.

Before storing the MIDI file you can choose the GLOBAL or INITIAL option by using the USER 1 button and the REMOVE option by using the USER 3 button.

Drum Mixer

By pressing the DRUM MIXER button on the PLAY CONTROL section you can access the 10 percussive parts of the drum set (Figure 172).
By pressing the F1-F10 buttons you select the percussive parts of the drum:

- F1–KICK
- F2–SNARE
- F3–HI-HAT
- F4–CYMBAL
- F5–TOM
- F6–RIMSHOT
- F7–LATIN1: Latin percussion 1.
- F8–LATIN2: Latin percussion 2.
- F9–LATIN3: Latin percussion 3.
- F10–CLAP/FX: hands clap and effects.

Figure 172

When no USER 1-4 button is selected (to deselect a button just press the button again) you can MUTE the single percussive parts of the drum by using the F1-F10 buttons (Figure 173).
To UNMUTE a percussive part, press the same F1-F10 button again.

Figure 173

The USER buttons from 1 a 4 let you modify the following items:

VOLUME

REVERB

PAN POT

DRUM REMAP

■ **VOLUME (USER 1)**
By pressing VOLUME, you can set the volumes of the percussive parts of the drum by using the F1-F10 buttons and the DATA/VALUE wheel or by using the CURSOR ◄ ► buttons. The available values are from 0 to 15 (Figure 174). By pressing the CURSOR ◄ ► buttons together you set the value to 0.

Figure 174

■ **REVERB (USER 2)**
By pressing REVERB, you can set the reverb sends of the single percussive parts of the drum, by using the F1-F10 buttons and the DATA/VALUE wheel or by using the CURSOR ◄ ► buttons. The available values are from 0 to 15. (Figure 175). By pressing the CURSOR ◄ ► buttons together you set the value to 0.

■ **PAN POT (USER 3)**
By pressing PAN POT, you can set the stero position of the single percussive parts of the drum by using the F1-F10 buttons and the DATA/VALUE wheel or by using the CURSOR ◄ ► buttons.

Figure 175

The available values are from 64L to >|< and to 63R, that is totally to the left, in the centre and totally to the right (Figure 176). By pressing the CURSOR ◄ ► buttons together you set the PAN value in the centre (>|<).

- **DRUM REMAP (USER 4)**
  By pressing DRUM REMAP, you can access the window where to set a custom map for the percussive parts of the drum. By using the F1-F10 buttons you can select the percussion and then assign the instrument directly to one note of the keyboard. By using the DATA/VALUE wheel or the CURSOR ◄ ► buttons you can select the available drum sound (Figure 177). Please note that when the assigned instrument changes, an asterisk appears after the name of the instrument. The USER 5 button enables/disables the MANUAL DRUM function, that is the manual playing of the drum directly from the keyboard.

Drum Remap

The Drum Remap function has effect only on the MIDI drum. So, for the following example, a MIDI style is chosen.

Kick remapping

1. Select the “Soul_Pop” style from Rock user style category (Figure 178).
2. Press DRUM MIXER and press the USER 4 button (Drum Remap) as shown by the arrow on Figure 179. Start the style to listen immediately to the changes you make.
3. Select the Variation A of the Arranger.
4. If you to “remap” the kick of the drum, press F1 to select the first Drum Remap slot.
5. Press the note corresponding to the kick of the style. In our example is C1.
6. The display will show the sound on that key (Figure 180).

Figure 176

Figure 177

Figure 178

Figure 179

Figure 180

NOTE

Please note that the Drum Remap applies to the style and to each Variation (A B C D). So, if you select the B Variation, the Drum Remap screen will be empty. In this way, you have the possibility to remap all the Variations of the style independently.

7. By using the DATA/VALUE wheel select “kick15”. Next to the name of the slot an asterisk (*) will appear. In our example you will hear the kick playing an electronic sound (Figure 181).
8. Press F1 once more to move on the selection of the family of the Drum part, so you can navigate between different families.
9. Press F1 once more to deselect.
10. Repeat the same procedure for the snare (see below).

Snare remapping

1. Press F2 and the Eb1 key on the keyboard (Figure 182).
2. Select “snare015” by using the DATA/VALUE wheel (Figure 183).
3. Press F2 twice to deselect.
4. Press F3 to select a new Drum Remap bank.
5. Press the D1 note and select “snare014” by using the DATA/VALUE wheel.
6. Press F3 twice to deselect.

Hi-Hat remapping

1. Same procedure for the Hi-Hat. Press F4 and the F#1 key on the keyboard.
2. Select “stick09” by using the DATA/VALUE wheel.

Storing the Drum Remap

1. At this point, the style is modified. You can go on by using the same procedure to remap all the drum sounds as you like.
2. Once you are satisfied, press the SAVE button on the front panel, give a new name to the User style and press the USER 5 button (SAVE) to store the changes (Figure 184).

Figure 181

Figure 182

Figure 183

Figure 184

Drum Set

By pressing the DRUM SET button in the PLAY CONTROL section you can access the screen where to select one of the available 53 DRUM SETS plus 20 user sets (Figure 185).

By pressing the F1-F10 buttons you select the DRUM SET, while the CURSOR ◄ ► or the BACK and FORWARD buttons below the display allow to access the various pages of the DRUM SET.
The USER 1-5 buttons will show the corresponding edit pages: INTERNAL, USER, INS, FUNCTION, FULL RANGE

- **INTERNAL (USER 1)**
  By selecting INTERNAL (default selection), you can set the DRUM SET among the 53 internal drum sets.
- **USER (USER 2)**
  By selecting USER, you can access the screen where to select/edit the 20 DRUM SET created by the user (Figure 186).
- **INS (USER 3)**
  By selecting INS you can DRUM SET loaded into RAM.
- **FUNCTION (USER 4)**
  By selecting FUNCTION, you can access the screen where to set the button SHIFT function which shift the DRUM SET in the range of +/- 24 semitones (in 12 semitones steps) (Figure 187).
- **FULL RANGE (USER 5)**
  By selecting FULL RANGE, you can put the DRUM SET on the entire keyboard or on the left split (SPLITTED).

Creating or editing a user DRUM SET

1. Press the USER 2 button (USER) to enter the user DRUM SET editing window (Figure 188).
2. Select one of the 10 USER_DRUM of the first window by using the F1-F10 buttons, or one of 10 of the second window, accessible by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel.
3. Press the EDIT button on the front panel. A window like Figure 189 will appear
4. Press F1 (KEY) to select the percussive instrument to assign to the note played on the keyboard. On our example is C1 of the KICK percussive group. If you assign another percussive instrument, press any other key on the keyboard.

Figure 185

Figure 186

Figure 187

Figure 188

Figure 189

5. Press F2 (GROUP) if you want change the percussion group (Figure 190) by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel:
   KICK
   SNARE
   HI-HAT
   CYMBAL
   TOM
   RIMSHOT
   LATIN1
   LATIN2
   LATIN3
   CLAP/FX
6. Press F3 (INSTR.) to select an instrument within the percussion group, by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel. In our example is “kick18” (Figure 191). By pressing the CURSOR ◄ ► buttons together you set “empty” that is no instrument.
7. Press F6 (TUNE) to set the fine tune of the percussive instrument, by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel. The values are from 0 to 128 (0-100 cents).
8. Press F7 (SHIFT) to set the pitch by +/- 32 semitones in one semitone step of the percussive instrument, by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel. In Figure 192 the pitch is +16 semitones.
9. Press the USER 5 button (SAVE) to store the user DRUM SET, give a name directly from the keyboard and choose the position where to store. In Figure 193 the name given to the user DRUM SET is “MY_DRUM”.

Setting a USER DRUM SET in a style

1. After you have selected a style, press the STYLE VIEW button on the front panel.
2. Press the F1 button to select the drum part of the style.
3. If “Audio Drum” is displayed, press F1 again to select “Drum1”.
4. By using the CURSOR ◄ ► buttons or the DATA/VALUE wheel select one of the DRUM SET created by the user. In Figure 194 the selected USER DRUM SET is “MY_DRUM”.

Figure 190

Figure 191

Figure 192

Figure 193

Figure 194

NOTE

Please see all the DRUM SET lists and the percussive instruments included into the drum sets in the “Sounds” section of this manual.

Drawbars

By pressing the DRAWBARS button on the VOICE section, you switch the DRAWBARS mode on. For the selection of the different organ types please see “Selecting the organ DRAWBARS” on page 16.

Creating a new organ DRAWBARS

To create a new type of organ Drawbars, select one of the 20 organs available from the two DRAWBARS pages (Figure 195).

1. Press the EDIT button on the front panel to access the edit window. The F1-F10 buttons allow to access the following parameters (Figure 196):
   F1–PERCUSS. ON/OFF: enables/disables the organ percussion.
   F2–HARMON. 2nd/3rd: adds even/odd harmonics to the percussion.
   F3–DECAY: decay of the percussion (0–7).
   F4–VOLUME: volume of the percussion (0–63).
   F5–CLICK: “click” volume (0–63).
   F6–SUSTAIN: Sustain amount (0–16).
   F7–BS BOOST: bass boost (0–63).
   F8–REVERB: Reverb amount (0–63)
   F9–CHORUS: Chorus amount (0–63)
   F10–OVERDR.: Distortion amount (0 to 63).
2. Set the DRAWBARS values by moving the 9 sliders of the MIXER section independently (Figure 197).
3. Press the USER 5 button (SAVE) to store the organ DRAWBARS setting. The store position is the same of the current organ.

Figure 195

Figure 196

Figure 197

NOTE

In DRAWBARS mode, if you press the USER 1 button (PedToRotor) you can activate the rotor by using the pedal connected to SUSTAIN PEDAL on the rear panel. The PedToRotor ON/OFF parameter is not stored into the user DRAWBARS so it must be activated manually.

RAM Ins / Supersolo

By pressing the RAM INS / SUPERSOLO button in the VOICE section you can access the screen where to select the SUPERSOLO voices, described on page 15.

Creating and editing an INS block

By pressing the EDIT button you can access the edit screen of the RAM INS / SUPERSOLO voices (Figure 198). By using the F1-F10 buttons you can execute the following functions:

- F1 - CLEAR&LOAD: clears the current memory and loads the selected INS voice(s).
- F2 - CLEAR SELECT.: clears the memory only for the currently selected INS voice(s).
- F6 - CLEAR ALL: clears the memory of all the INS voices.
- F7 - SAVE SELECT.: stores the currently selected voices in one file. Give a name by using the keyboard and press the USER 5 button (SAVE) to store the INS block.
  In the example, the file is “MY_SUPERSOLO”.
- F8 - AUTO LOAD OFF: enables/disables the automatic loading into memory of an INS block. To choose the autoload function of an RBK file, just move to the RBK file and switch the Auto Load parameter from OFF to ON.

Loading an INS block

After storing the INS block, it will be on the internal disc.

1. Press the RAM INS / SUPERSOLO button from the front panel.
2. Scroll the files by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and localize the file “MY_SUPERSOLO .RBK” previously stored on disc (Figure 200).
3. Press ENTER on the front panel to load the INS block and all its instruments at one time (Figure 201).

Figure 198

Figure 199

Figure 200

Figure 201

NOTE

While loading the INS voices, if there is not enough room in memory, a warning message will appear inviting to free one or more memory locations of INS voices, by using the F2 button (CLEAR SELECT) or the F6 button (CLEAR ALL).

NOTE

When you can access to RAM INS section, you can find the folder called SUPERSOLO, containing high quality, exclusive for AUDYA, orchestral voices .

Voice List

By pressing the VOICE LIST button in the VOICE section, the screen of the custom voices will appear. For each of the 16 VOICES (the first two rows) you can access the VOICE LIST button with 20 memory locations each. In this way, you can customize your favourite voice lists to be used for each voice family.

■ Storing a VOICE LIST

1. Select one voice by pressing any keys in the VOICE section. For example, “EL. PIANO”.
2. Press the VOICE LIST button. A screen like Figure 202 will appear, showing the first ten memory locations.
3. Press the CURSOR ► to jump to the second page and see the next ten EMPTY VOICE locations.
4. By using the F1-F10 buttons, select an empty memory location (Figure 203).
5. If you want, you can replace the voice in that location later.
6. Press the EDIT button. The VOICE LIST button flashes.
7. Select any keys in the VOICE section. For example, “EL. PIANO”, if you want to stay in the same family, but you can choose any other family, of course.
8. By using the F1-F10 buttons and the CURSOR ◄ ► for page selection, select any voice. For example, “E_POP” on the second page of “EL. PIANO” (Figure 204).
9. Press the ENTER button to confirm the selection.
10. If you want, choose further voices following the same procedure from step 5 to step 7, changing each time the memory location by using the F1-F10 buttons and the CURSOR ◄ ►, until you finish your favourite VOICE LIST (Figure 205).
11. Press SAVE, corresponding to the USER 5 button, or press the SAVE button on the panel to store the custom VOICE LIST.
12. Press the EDIT button to exit edit mode. The VOICE LIST button will stop flashing.
13. At this point, if you press the VOICE LIST button, you will display your custom list for each family of the VOICE section.

Figure 202

Figure 203

Figure 204

Figure 205

Menu

By pressing the MENU button on the front panel you can access the MENU main page (Figure 206). Here you can find many edit pages where to set the keyboard.
The F1-F9 buttons will open the following pages:

F1–LANGUAGE
F2–MIDI
F3–DSP
F4–KEYBOARD CONTROL
F5–OUTPUT ASSIGN
F6–METRONOME CLICK
F7–VIDEO MODE
F8–AUDIO RECORDING
F9–MIDI RECORDING

Figure 206

Figure 207

■ LANGUAGE

- Press the F1 button (LANGUAGE) for the selection of the system language (Figure 207). By using the F1-F10 buttons you can set the following languages:
  F1–ENGLISH
  F2–FRANÇAIS: French.
  F3–DEUTSCH: German.
  F4–ESPAÑOL: Spanish.
  F5–PORTUGAIS: Portuguese.
  F6–ITALIANO: Italian.
  F7–SVENSKA: Swedish.
  F8–NORSK: Norwegian.
  F9–TÜRKÇE: Turkish.

Once the language is set, exit from MENU by using the EXIT or MENU buttons. Press SAVE and F6 (CUSTOM STARTUP) to store the language setting at Audya start-up.

NOTE
Only the languages really present in the keyboard will appear. Further languages will be updated by adding an ordinary text file loaded into the internal disc.

■ MIDI

- Press the F2 button (MIDI) to open the MIDI settings page (Figure 208). By using the F1-F10 buttons you can access the following settings:
  F1–CHANNEL TX: transmission channels setting.
  F2–FILTER PROG.CHANGE TX: Program Change transmission filter setting.
  F3–TRANPOSE TX: part transpose transmission.
  F4–UTILITY: utility page (see more details later).
  F6–CHANNEL RX: reception channels setting.
  F7–FILTER PROG.CHANGE RX: Program Change reception filter setting.
  F8–TRANSPOSE RX: part transpose reception.

Figure 208

NOTE
By pressing the cursor ◄ ► buttons together you set the default value — that is no MIDI channel. It means that the part is not transmitted via MIDI.

CHANNEL TX

By pressing the F1 button a window like Figure 209 will appear. Here you can set all the MIDI transmission channels for each part of the keyboard by using the F1-F10 buttons.
Press the F1 button-10 corresponding to the part and assign the MIDI transmission channel choosing from 1 to 16 by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel.
F1–Right
F2–Left
F3–Bass
F4–Drum1
F5–Drum2
F6–Global (global channel of the keyboard)
F7–Registration
F8–Voicetron
F9–ARRANGER CHORDS (opens another window)
F10–VOICE/DRAWBAR (opens another window)

Besides the F1-10 buttons, you can also select the parts by using the CURSOR ▲ ▼ buttons.

ARRANGER CHORDS

By pressing the F9 button an assign window for the MIDI channels will appear as shown in Figure 210.
By pressing the F1-F10 buttons or the CURSOR ▲ ▼ buttons you can select the parts of the Arranger to which assign the transmission MIDI channel from 1 to 16 by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel.
F1–Chord1
F2–Chord2
F3–Chord3
F4–Chord4
F5–Chord5
F6–Lower1
F7–Lower2
F8–Live Chord L (Mono)
F9–Live Chord R

VOICE/DRAWBAR

By pressing the F10 button a window will appear where to assign the MIDI channels for each VOICE, DRAWBAR, Click and Percussion, as shown in Figure 211. By pressing the F1-F10 buttons or the CURSOR ▲ ▼ buttons you can select the parts to which assign the MIDI transmission channel from 1 to 16 by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel:
F1–Voice1
F2–Voice2
F3–Voice3
F4–2ndVoice1
F5–2ndVoice2
F6–GM/RAM Voices
F7–Drawbar
F8–Click
F9–Percussion

Figure 209

Figure 210

Figure 211

NOTE

To return to the previous MENU page, press the EXIT button on the front panel. To exit the MENU window without saving changes, press the MENU button.

General, Master1, Master2, Accord1, Accord2
You can save the MIDI settings in five Preset, assigned to the USER buttons from 1 to 5:
General: General Preset
Master1: Master Keyboard Preset
Master2: Second Master Keyboard Preset
Accord1: MIDI accordion Preset
Accord2: Second MIDI accordion Preset

The Figure 212 shows the Master2 page (USER 2 button). The following explanation refers to the General Preset. The procedure for the Master1, Master2, Accord1 and Accord2 Presets are identical.

Saving the MIDI settings
To store the MIDI settings press the SAVE button on the front panel. A brief “SAVE MIDI Setting” message will appear. If you do not save the MIDI settings, the previous settings will return at next keyboard start-up.

FILTER PROG.CHANGE TX
From the first screen of the MIDI menu, by pressing the F2 button a window will appear where to set the Program Change transmission filter (Figure 213).
By using the buttons F1-10 you can select the parts to filter:
F1–Right
F2–Left
F3–Bass
F4–Drums
F5–ALL PARTS
F6–Global (global channel of the keyboard)
F7–Registration
F8–Voicetron
F9–ARRANGER CHORDS (opens another window)
F10–VOICE/DRAWBAR (opens another window)

Select the MIDI transmission filter options by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Press the CURSOR ◄ ► buttons to set the “FILTERED” value to activate the filter, or the “—” value to deactivate the filter. The filter options are the following (Figure 213, 214, 215):

Exclusive Msg	Pan Pot
Tabs Exc. Msg	EXPRESSION
Program Change	Sust./Soft/Sost.
AFTERTOUCH	PORTAMENTO
PITCH BEND	WHA
All Controls	Mono/Poly
All RPN	ADSR
All NRPN	CUTOFF
MODULATION	RESONANCE
VOLUME	GM/GS Reset
REVERB	Reset All Controls
Chorus/Effect	Arabic Scale

Figure 212

Figure 213

Figure 214

Figure 215

TRANPOSE TX

From the first screen of the MIDI menu, by pressing the F3 button a window will appear where to set the MIDI transmission of the parts transposition. By using the F1-F10 buttons or the CURSOR ▲ ▼ buttons you can select the parts to transpose via MIDI transmission, as shown in Figure 216. By using the CURSOR ◄ ► buttons or the DATA/VALUE wheel you can assign +/- 36 semitones transposition value in 1 semitone steps. By pressing the CURSOR ◄ ► together you set the default value "—", that is no transposition.

F1–Right
F2–Left
F3–Bass
F4–Lower1
F5–Lower2
F6–Chord1
F7–Chord2
F8–Chord3
F9–Chord4
F10–Chord5

CHANNEL RX

Same procedure of **CHANNEL TX**. By pressing the F6 button you can access the window where to set the MIDI reception channels for each part (Figure 217). Press the F1 button-10 or the CURSOR ▲ ▼ buttons to select the part and assign the MIDI channel from 1 to 16 by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel.

F1–Right
F2–Left
F3–Bass
F4–Drum1
F5–Drum2
F6–Global (global channel of the keyboard)
F7–Registration
F8–Voicetron
F9–ARRANGER CHORDS (opens another window)
F10–VOICE/DRAWBAR (opens another window)

ARRANGER CHORDS

By pressing the F9 button a window will appear where to assign the MIDI reception channels (Figure 218). Assign the MIDI channel from 1 to 16 by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel.

F1–Chord1
F2–Chord2
F3–Chord3
F4–Chord4
F5–Chord5
F6–Lower1
F7–Lower2
F8–Live Chord L (Mono)
F9–Live Chord R

VOICE/DRAWBAR

Press the F10 button to open a window like Figure 219. By pressing the F1-F10 buttons or the CURSOR

Figure 216

Figure 217

Figure 218

Figure 219

▲ ▼ buttons you select the parts to which assign the MIDI reception channel from 1 to 16 by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel.

F1–Voice1
F2–Voice2
F3–Voice3
F4–2ndVoice1
F5–2ndVoice2
F6–GM/RAM Voices
F7–Drawbar
F8–Click
F9–Percussion

FILTER PROG.CHANGE RX

From the first screen of the MIDI menu, by pressing the F7 button a window will appear where to set the Program Change reception filter (Figure 220). By using the buttons F1-10 you can select the parts to filter:

F1–Right
F2–Left
F3–Bass
F4–Drums
F5–ALL PARTS
F6–Global (global channel of the keyboard)
F7–Registration
F8–Voicetron
F9–ARRANGER CHORDS (opens another window)
F10–VOICE/DRAWBAR (opens another window)

Select the MIDI reception filter options by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Press the CURSOR ◄ ► buttons to set the "FILTERED" value to activate the filter, or the "—" value to deactivate the filter. The filter options are the following (Figure 220, 221, 222):

Exclusive Msg	Pan Pot
Tabs Exc. Msg	EXPRESSION
Program Change	Sust./Soft/Sost.
AFTERTOUCH	PORTAMENTO
PITCH BEND	WHA
All Controls	Mono/Poly
All RPN	ADSR
All NRPN	CUTOFF
MODULATION	RESONANCE
VOLUME	GM/GS Reset
REVERB	Reset All Controls
Chorus/Effect	Arabic Scale

Figure 220

Figure 221

Figure 222

Figure 223

TRANPOSE RX

From the first screen of the MIDI menu, by pressing the F3 button a window will appear where to set the MIDI reception of the parts transposition. By using the F1-F10 buttons or the CURSOR ▲ ▼ buttons you can select the parts to transpose via MIDI reception, as shown in Figure 223. By using the CURSOR ◄ ► buttons or the DATA/VALUE wheel you can assign +/- 36 semitones transposition value in 1 semitone steps. By pressing the CURSOR ◄ ► together you set the default value "—", that is no transposition.

F1–Right
F2–Left
F3–Bass
F4–Lower1
F5–Lower2
F6–Chord1
F7–Chord2
F8–Chord3
F9–Chord4
F10–Chord5

UTILITY

From the first screen of the MIDI menu, by pressing the F4 button, the UTILITY page will open, as shown in Figure 224. Here you can set the following parameters, by pressing directly the F1-F10 buttons:

- F1–SOFT-THRU: enables the MIDI Thru. The MIDI data to MIDI IN port will be transmitted thru the MIDI Out port.
- F2–MIDI CLOCK IN: enables the MIDI clock reception.
- F3–MIDI CLOCK OUT: enables the MIDI clock transmission
- F4–LOCAL: enables the Local On/Off function of the keyboard. In Local Off you will not hear any sound.
- F5–MIDI PORT IN GM: enables the MIDI IN 1 or 2 port for the General MIDI data reception.
- F6–USB MIDI OUT: enables the MIDI transmission from USB port.
- F7–GM2 MODE: enables the General MIDI 2 mode.
- F8–GLOBAL GM TX: enables the General MIDI transmission.
- F9–MIDI IN SEND TO: enables the data transmission from MIDI IN port to MIDI out 1 or 2 port.

Figure 224

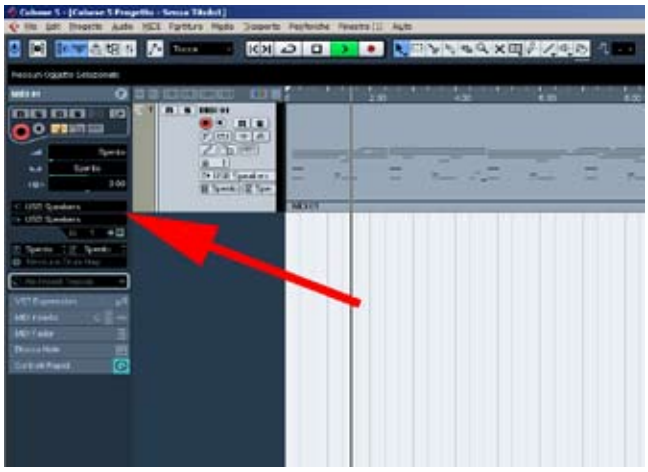


Figure 225

USB MIDI OUT

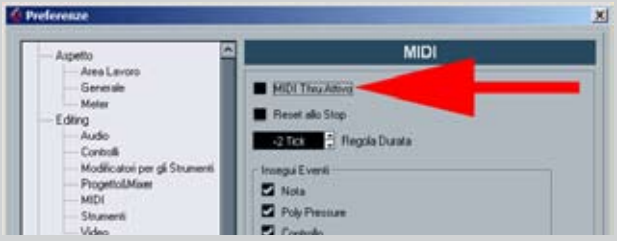
When you can activate the USB MIDI OUT mode from the UTILITY page, if the keyboard is connected to the USB port of a computer, it will be recognized as USB SPEAKERS driver for the MIDI data transmission from and to the computer.

When the keyboard is connected via USB to a computer, the green LED of the USB (EXIT) button will light.

- The keyboard can be used as external control unit and as sound module for MIDI applications, such as Cubase, Sonar, Reaper and so on, for example.
- Once the MIDI application is open you can select the MIDI In port and the MIDI Out port, recognized as USB SPEAKERS.
- In Figure 225 the arrow indicates the MIDI IN and MIDI OUT ports in a Cubase track.
- Once the MIDI communication via USB is open, you will be able to record MIDI tracks.
- The material that you record via MIDI into a track of the sequencer can be output directly by using the Audya sound module.

NOTE

Please disable the soft MIDI THRU function from the sequencer application in order to avoid dangerous MIDI loops.



For the correct playback of the parts and the instruments, please use the same MIDI channels for the transmission and the reception.
For example:
Right: MIDI channel 1, both TX and RX
Left: MIDI channel 2, both TX and RX
Bass: MIDI channel 3, both TX and RX
Chord1: MIDI channel 5, both TX and RX
Drum1: MIDI channel 10, both TX and RX
... and so on.

■ DSP

- From the first screen of the menu, press the F3 button to open the DSP (Digital Signal Processor) settings page, as shown in Figure 226.
  By using the F1-F10 buttons you can edit the following pages:
  F1–REVERB: Reverb settings.
  F2–CHORUS: Chorus settings.
  F3–ECHO-DELAY: Echo settings.
  F4–DISTORTION: Distortion settings.
  F5–ROTOR: Rotor (Leslie) settings.
  F6–DRAWBAR OVERDRIVE: Organ distortion settings.
  F7–EQUALIZER: Equalizer settings.
  F8–WAVE EQUALIZER: Wave file EQ settings.

REVERB

By pressing the F1 button on the DSP page, you can access the REVERB window, as shown in Figure 227.
Here you can select the following parameters:
F1–RIGHT REVERB: selection of the reverb for the right hand (opens another window).
F2–LEFT/GM REVERB: selection of the reverb for the left hand and the GM parts (opens another window).
F6–Right Level: reverb amount settings for the right hand (values 0-63).
F7–Left/GM Level: reverb amount settings for the left hand and the GM parts (values 0-63).
F8–Micro Level: reverb amount settings for the microphone (values 0-63).

NOTE

By pressing the CURSOR ◄ ► buttons together you set the value to 0.

RIGHT REVERB

From the REVERB page, by pressing the F1 button (Right Reverb) you can access the page for the selection of the reverb for the right hand (Figure 228).
10 reverb Presets are available in the first page and 10 in the second, by pressing any CURSOR button or the DATA/VALUE wheel. Press any F1-F10 button to select the corresponding reverb type:

Studio1 and Studio2
Club1 and Club2
Hall1 and Hall2
Theatre1 and Theatre2
Stage1 and Stage2
Church1 and Church2
Hangar
Galaxy
Space
User1, User2, User3, User4 and User5 (see details later)

Figure 226

Figure 227

Figure 228

Figure 229

After you select the effect for the right hand, you can hear the result by playing directly on the right split of the keyboard.
To lock the reverb also when changing Program or Registration or at start-up, press the **Lock: ON** button, corresponding to the USER 1 button (Figure 229).
After the effect type selection, exit by pressing the EXIT button or directly by pressing the MENU button.
To store the reverb type at start-up press the SAVE button on the front panel and F6 (CUSTOM STARTUP).

LEFT/GM REVERB

From the REVERB page, by pressing the F2 button (LEFT/GM REVERB) you can access the page for the selection of the reverb for the left hand and the GM parts (Figure 230). The available reverb Preset are the same of those for the right hand seen before.
To lock the reverb also when changing Program or Registration or at start-up, press the **Lock: ON** button, corresponding to the USER 1 button, as shown by the arrow on Figure 230.
After the effect type selection, exit by pressing the EXIT button or directly by pressing the MENU button.

Figure 230

USER REVERB

When you select the reverb for the right hand or the left hand and the GM parts, you can choose one of the 5 USER REVERBS (Figure 231) corresponding to the F6-F10 buttons of the second REVERB page.
By pressing the EDIT button on the front panel you can customize the user reverbs and store them as User Rev1, User Rev2, User Rev3, User Rev4 and User Rev5.
The Figure 232 shows the parameters of User Rev1 that you can modify by using the F1-F10 buttons and the CURSOR ◄ ► buttons or the DATA/VALUE wheel:

F1–User Rev (choose from 1 to 5)
F2–LEVEL: reverb level (values 0–63)
F3–TIME: reverb time (values 0–63)
F4–THESHOLD GATE: threshold of gate (values 0–63)
F5–HIGH DAMP: high frequencies damp (values 0–63)
F7–ALGORITHM: algorithm type (Long1, Long2, Medium, Short1, Short2)

Figure 231

Figure 232

NOTE

By pressing the CURSOR ◄ ► buttons together you set the value to 0.

After you set the parameters you can to store the custom reverb by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

CHORUS

By pressing the F2 button on the DSP page, you can access the CHORUS screen, as shown in Figure 233.
Here you can select the following parameters:

F1–CHORUS RIGHT: selection of the Chorus for the right hand (opens another window).
F2–CHORUS LEFT/GM: selection of the Chorus for the left hand and the GM parts (opens another window).
F6–Right Level: settings of the Chorus level for the right hand (values 0-63).
F7–Left/GM Level: settings of the Chorus level for the left hand and the GM parts (values 0-63).

Figure 233

CHORUS RIGHT

From the CHORUS page, by pressing the F1 button (CHORUS RIGHT) you can access the page for the selection of the Chorus for the right hand (Figure 234). 10 Chorus Presets are available in the first page and 10 in the second, by pressing any CURSOR button or the DATA/VALUE wheel. Press any F1-F10 button to select the corresponding Chorus type:

Chorus1, Chorus2 ... Chorus6
Tremolo1, Tremolo2 and Tremolo3
Phaser1, Phaser2 and Phaser3
Flanger1, Flanger2 and Flanger3
User1, User2, User3, User4 and User5 (see details later)

After you select the effect for the right hand, you can hear the result by playing directly on the right split of the keyboard.

To lock the Chorus also when changing Program or Registration or at start-up, press the **Lock: ON** button, corresponding to the USER 1 button (Figure 234). After the effect type selection, exit by pressing the EXIT button or directly by pressing the MENU button. To store the Chorus type at start-up press the SAVE button on the front panel and F6 (CUSTOM STARTUP).

CHORUS LEFT/GM

From the CHORUS page, by pressing the F2 button (LEFT/GM REVERB) you can access the page for the selection of the Chorus for the left hand and the GM parts (Figure 234). The available Chorus Preset are the same of those for the right hand seen before.
To lock the Chorus also when changing Program or Registration or at start-up, press the **Lock: ON** button, corresponding to the USER 1 button, as shown by the arrow on Figure 234.
After the effect type selection, exit by pressing the EXIT button or directly by pressing the MENU button.

USER CHORUS

When you select the Chorus for the right hand or the left hand and the GM parts, you can choose one of the 5 USER CHORUSES (Figure 235) corresponding to the F6-F10 buttons of the second CHORUS page. By pressing the EDIT button on the front panel you can customize the User Chorus and store them as User Cho1, User Cho2, User Cho3, User Cho4 and User Cho5.
The Figure 236 shows the parameters of User Cho1 that you can modify by using the F1-F10 buttons and the CURSOR ◄ ► buttons or the DATA/VALUE:
F1–User Cho (choose from 1 to 5)
F2–LEVEL: Chorus level (values 0–63)
F3–TIME: Chorus time (values 0–63)
F4–MODE: Chorus mode (Chorus, Flanger, Tremolo and Phaser)
F7–FEEDBACK: feedback amount (values 0–63)
F8–DEPTH: Chorus depth (values 0–63)
F9–RATE: Chorus rate (values 0–63)

Figure 234

Figure 235

Figure 236

NOTE

By pressing the CURSOR ◄ ► buttons together you set the value to 0.

After you set the parameters you can to store the custom Chorus by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

ECHO-DELAY

By pressing the F3 button on the DSP page, you can access the ECHO-DELAY screen, as shown in Figure 237. Here you can make the selection of the ECHO-DELAY type to set into the DSP in order to make it available for PROGRAMS from which you can choose an ECHO algorithm (Figure 238).
10 Echo Presets are available in the first page and 10 in the second, by pressing any CURSOR button or the DATA/VALUE wheel. Press any F1-F10 button to select the corresponding Echo type:

Mono Echo1 ... Mono Echo5
Stereo Echo1 ... Stereo Echo5
Triple Echo1 ... Triple Echo5
Mono User1
Stereo User1 and Stereo User2
Triple User1 and Triple User2

When you activate an Echo Preset you can set the option **Lock:On/Off** as for the previous Reverb and Chorus effects and the option Tap Enable/Disable (Figure 239).
The Tap Enable/Disable option allows to activate the Tap function of the Echo effect set into one PROGRAM. In other words , when Tap is active, the delay of the effect will be synchronized accordingly to the current tempo. The effect delay will be synchronized also if the tempo changes. That is, this parameter allows the effect to be automatically synchronized by the tempo change.

USER ECHO-DELAY

When you select one of the five custom Echo effects, you can access the parameters of the corresponding effect by pressing the EDIT button on the front panel. The Figure 240 shows the parameters for Mono User1, but the parameters are identical for Stereo User 1, Stereo User 2, Triple User 1 and Triple User 2. The only difference is the basic algorithm. The parameters are the following:
F1–User Echo (choose from 1 to 5)
F2–LEVEL: effect level (values 0–63)
F3–TIME: effect time (values 0–63)
F4–FEEDBACK: feedback amount (values 0–63)
F5–FILTER: filter amount (values 0–63)
F7–MASTER VOL.: master volume (values 0–63)
F8–LEFT VOL.: left channel volume (values 0–63)
F9–RIGHT VOL.: right channel volume (values 0–63)
F10–TAP MODE ON/OFF: enables/disables the Tap mode. If the parameter is disabled, the effect will not be affected by the Tap Enable/Disable function.

NOTE

By pressing the CURSOR ◄ ► buttons together you set the value to 0.

After you set the parameters you can to store the custom Echo by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

Figure 237

Figure 238

Figure 239

Figure 240

DISTORTION

By pressing the F4 button on the DSP page, you can access the DISTORSION screen, as shown in Figure 241. Here you can select the DISTORTION type to set into the DSP in order to make it available for PROGRAMS from which you can choose a DISTORTION algorithm (Figure 242).
10 Distortion Presets are available in the first page and 10 in the second, by pressing any CURSOR button or the DATA/VALUE wheel. Press any F1-F10 button to select the corresponding Distortion type:

Overdrive1 ... Overdrive3
Tube1 and Tube2
Distorsion1 ... Distorsion3
Hyper Dist.
Grunge
Fuzz
Hot British
Org. Over1 ... Org. Over3
Over. User1 and Over. User2
Dist. User1, Dist. User2 and Dist. User3

When you activate a Distortion Preset you can set the option **Lock:On/Off** as for the previous effects.

Figure 241

Figure 242

Figure 243

USER DISTORTION

When you select one of the five custom Distortion effects, you can access the parameters of the corresponding effect by pressing the EDIT button on the front panel.
The Figure 243 shows the parameters for Over. User1, but the parameters are identical for Over. User 1, Dist. User 2, Dist. User 1 and Dist. User 3. The only difference is the basic algorithm. The parameters are the following.
F1–User Distortion (choose from 1 to 5)
F2–GAIN: effect level (values 0–63)
F3–INPUT LEVEL: input level (values 0–63)
F4–FILTER FREQ: frequency filter cutoff (values 0–63)
F5–FILTER RESO: filter resonance (values 0–63)
F7–OTUPUT LEVEL: output volume (values 0–63)
F8–SUSTAIN: sustain amount (values 0–63)
F9–TYPE: algorithm type (Tube, Grunge, Sharp, Heavy, Punk).

NOTE

By pressing the CURSOR ◄ ► buttons together you set the value to 0.

After you set the parameters you can to store the custom Distortion by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief message SAVE DATA TO DISK will appear.

ROTOR
By pressing the F5 button on the DSP page, you can access the window ROTOR, as shown in Figure 244. Here you can select the speed of the rotor:
F1–SLOW
F2- FAST

The same function is available by using the two SLOW and FAST buttons of the ROTOR section on the front panel.

Figure 244

DRAWBAR OVERDRIVE
By pressing the F6 button on the DSP page, you can access the DRAWBAR OVERDRIVE screen, as shown in Figure 245. Here you can select the DRAWBAR OVERDRIVE type to set into the DSP to make it available for DRAWBAR.
5 Drawbar Overdrive Presets are available. Just press one of the F1-F5 buttons to select the corresponding Overdrive type:

Overdr1 ... Overdr5

When you activate an Overdrive Preset you can set the option **Lock:On/Off** as for the previous effects.

Figure 245

By pressing the EDIT button on the front panel, you can access the parameters of the selected Overdrive Preset, as shown in Figure 246. The parameters are identical for all the five Overdrive effects:
F1–Overdrive (choose from 1 to 5)
F2–GAIN: effect level (values 0–127)
F3–FILTER LEVEL: filter level (values 0–63)
F4–FILTER FREQ: frequency filter cutoff (values 0–63)
F5–FILTER RESO: filter resonance (values 0–63)
F7–INPUT GAIN: input level (values 0–63)
F8–OUTPUT LEVEL: output level (values 0–63)

Figure 246

NOTE
By pressing the CURSOR ◄ ► buttons together you set the value to 0.

NOTE
Be careful not to boost the Resonance value of the filter.

After you set the parameters you can to store the custom Overdrive by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief message SAVE DATA TO DISK will appear.

EQUALIZER

By pressing the F7 button on the DSP page, you can access the EQUALIZER screen, as shown in Figure 247. Here you can select the EQUALIZER type to set as global equalization of the keyboard.
5 Equalizer Presets are available. Just press one of the F1-F5 buttons to select the corresponding Equalizer type:

Equalizer1 ... Equalizer5

When you activate an Equalizer Preset you can set the option **Lock:On**/**Off** as for the previous effects.

Figure 247

By pressing the EDIT button on the front panel, you can access the parameters of the selected Equalizer Preset, as shown in Figure 248. The parameters are identical for all the five Equalizer effects:
F1–Equalizer (choose from 1 to 5)
F2–BASS FREQ: bass frequency (values 80–970 Hz)
F3–MID BASS FREQ: mid-bass frequency (values 1050–1770 Hz)
F4–MID TREBLE FREQ: mid-high frequency (values 3020–5290 Hz)
F5–TREBLE FREQ: high frequency (values 6090–14830 Hz)
F7–BASS GAIN: bass gain (values +/-12 dB)
F8–MID BASS GAIN: mid-bass gain (values +/-12 dB)
F9–MID TREBLE GAIN: mid-high gain (values +/-12 dB)
F10–TREBLE GAIN: high gain (values +/-12 dB)

Figure 248

Press the USER 1 button (ACTIVE) to enable the Equalizer as shown by the arrow on Figure 248. The USER 2 button (DEFAULT) resets the parameters to the default values.

After you set the parameters you can to store the custom Equalizer by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief message SAVE DATA TO DISK will appear.

NOTE

By pressing the CURSOR ◄ ► buttons together you set the default frequency value of the EQ band or the Gain value of the EQ band to 0.

WAVE EQUALIZER

By pressing the F8 button on the DSP page, you can access the WAVE EQUALIZER screen, as shown in Figure 249. Here you can select the WAVE EQUALIZER type to set as equalization of the WAVE Player.

5 Wave Equalizer Presets are available. Just press one of the F1-F5 buttons to select the corresponding Wave Equalizer type:

Wave Equal.1 ... Wave Equal.5

When you activate an Wave Equalizer Preset you can set the option **Lock:On/Off** as for the previous effects.

Figure 249

By pressing the EDIT button on the front panel, you can access the parameters of the selected Wave Equalizer Preset, as shown in Figure 249. The parameters are identical for all the five Wave Equalizer effects:

F1–Wave Equalizer (choose from 1 to 5)
F2–BASS FREQ: bass frequency (values 50–990 Hz)
F3–TREBLE FREQ: high frequency (values 1030–16130 Hz)
F4–BASS GAIN: bass gain (values +/-12 dB)
F5–TREBLE GAIN: high gain (values +/-12 dB)
F7–VOICE ADJUST: frequency adjustment for the vocal part reduction function (values 1-300). See below.

Figure 250

Press the USER 1 button (ACTIVE) to enable the Wave Equalizer.
The USER 2 button (DEFAULT) resets the parameters to the default values.

By pressing the USER 3 button (VOICE ON/OFF) as shown by the arrow on Figure 250, you can reduce the vocal part of the current WAVE file. You can adjust the VOICE ADJIUST and the bass/high gain parameters, in order to reach the best result in the vocal reduction.

Figure 251

Press the F1 button (LEAD MUTE) when the WAVE Player is running (Figure 251) to activate the vocal reduction function.

After you set the parameters you can to store the custom Wave Equalizer by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief message SAVE DATA TO DISK will appear.

■ KEYBOARD CONTROL

- From the first MENU screen, by pressing the F4 button you can access the KEYBOARD CONTROL page where to make the keyboard settings (Figure 252). By using the F1-F10 buttons you can access the following pages:
  F1–PITCH/VOL/TRANS: Pitch Bend, Master Tune, Master Volume, Keyb Transpose, Player Transpose Lock and Right Boost Level settings.
  F2–MODULATION: Modulation Wheel sensitivity settings.
  F3–AFTERTOUCH: Aftertouch settings.
  F4–EXPR. PEDAL: expression pedal settings.
  F5–ACCORDION: Accordion MIDI parameters settings.
  F6–VEL CURVE: keyboard dynamic curve setting.
  F7–VEL FILTER: dynamic filter response setting.
  F8–ARABIC: Arabian scale settings.
  F9–FOOTSWITCH: footswitch settings.
  F10–UTILITY: utility page for the following parameters:
  - SPDIF In/Out
  - Edit Value Recycle
  - Fast Song
  - Show File Icon
  - Intelligent Transpose
  - 2nd Right Tab
  - Remix Live Guitar
  - Headphone to Out3&4
  - Video Lyric

Figure 252

Figure 253

Figure 254

PITCH/VOL/TRANS

By pressing the F1 button on the KEYBOARD CONTROL page you can access the settings of the following parameters (Figure 253):

F1–Master Tune: master tuning of the keyboard (440 Hz reference, +/-100%)

F2–Master Volume: master volume of the keyboard (values 16–63). Not for the AUDIO parts.

F3–Bend Sens.: Pitch Bend sensitivity (values 0–24 semitones, to 0, that is no Pitch Bend effect)

F4–Keyb. Only Transpose: keyboard transposition only (values ON/OFF). If set to ON, the transposition affects the keyboard and not the song of the Player.

F5–Player Transpose Lock: transposition lock on the Player (values ON/OFF).

F6–Right Boost Level: maximum level for the Right Boost function (value 10–50), when it's applied by the USER buttons. This function boosts the volume of the right hand accordingly to the level set by the Right Boost Level parameter.

MODULATION

By pressing the F1 button on the KEYBOARD CONTROL page you can access the MODULATION settings (Figure 254). Here you can control the SENSITIVITY parameter for the Modulation Wheel (values 0–48).

AFTERTOUCH

By pressing the F3 button on the KEYBOARD CONTROL page you can access the settings of the AFTERTOUCH parameters (Figure 255):

F1–Sensitivity: adjustment of the Aftertouch sensitivity (values 0–63)

F2–Threshold: threshold of the Aftertouch (values 0–63)

F3–Attack Time: attack time of the Aftertouch (values 0–100)

F4–Slide Threshold: threshold of the Slide effect (values 10–127). The Slide effect must be programmed within a VOICE.

F5–Slide Time: time of the Slide effect (values 0–100).

F6–Bend Value: Bend value of the Slide effect (values +/- 12 semitones).

F7–Aft&Port Autoswitch: enables/disables the automatic activation of the Portamento and the Aftertouch when they are set within a PROGRAM.

EXPR. PEDAL

By pressing the F4 button on the KEYBOARD CONTROL page you can access the settings for the EXPRESSION PEDAL (Figure 256), that is the pedal to control the expression connected on the rear panel:

F1–Pedal Curve: adjustment of the pedal curve behaviour (values NORMAL, USER1 and USER2)

F2–Expr. To Song: expression control of the song currently playing in the Player (values ON/OFF)

F3–Swell To Right: expression control on the right hand (values ON/OFF)

F4–Swell To Player: expression control on Player (values OFF, ALL, WAV-1, WAV-2, MP3-1, MP3-2).

ACCORDION

By pressing the F5 button on the KEYBOARD CONTROL page you can access the settings for ACCORDION (Figure 257), connected via MIDI:

F1–Mode: values Intern., Belgiq., that is International and Belgian.

F2–Left Velocity: adjustment of the left hand Velocity response. You can set the values by pressing repeatedly the F2 button and by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel (values 0–63, Soft1, Soft2, Normal, Hard1 Hard2).

F3–Right Velocity: adjustment of the right hand Velocity response. You can set the values by pressing repeatedly the F2 button and by using the CURSOR ◄ ► buttons or the DATA/VALUE wheel (values 0–63, Soft1, Soft2, Normal, Hard1 Hard2).

F4–Left Drum: drum on the right hand (values ON/OFF).

F5–Autochord: automatic chords (values ON/OFF).

F6–Bass Sustain: sustain for the bass (values 0–63).

F7–Bass To Chord: bass to chord (values ON/OFF).

F8–Bass Octave: bass octave (values +/- 2 octaves).

F9–Lower1 Octave: Lower1 part octave (values +/- 2 octaves).

F10–Lower2 Octave: Lower1 part octave (values +/- 2 octaves).

Figure 255

Figure 256

Figure 257

Press the USER 1 button (ACTIVE/INACTIVE) to activate the ACCORDION parameters.
Once you set the parameters you can to store the ACCORDION parameters by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

LEFT DRUM

By pressing the USER 3 button on the ACCORDION page, as shown by the arrow on Figure 257, you can access the LEFT DRUM page where to set percussive instruments for the left hand (see next page).

By using the F1-F10 buttons from the LEFT DRUM page (Figure 258) you can set the percussive instruments for the left hand.

F1–Bass Drum Instr.1: percussive instrument 1 for the bass (see note).

F2–Bass Drum Instr.2: percussive instrument 2 for the bass (see note).

F3–Chords Drum Instr.1: percussive instrument 1 for the chords (see note).

F4–Chords Drum Instr.1: percussive instrument 1 for the chords (see note).

F6–Bass Drum Velo.1: Velocity setting for the percussive instrument 1 of the bass (values 0–127).

F7–Bass Drum Velo.2: Velocity setting for the percussive instrument 3 of the bass (values 0–127).

F8–Chords Drum Velo.1: Velocity setting for the percussive instrument 1 of the chords (values 0–127).

F9–Chords Drum Velo.1: Velocity setting for the percussive instrument 2 of the chords (values 0–127).

Figure 258

NOTE

You can choose the percussive instrument among those listed in the list at the end of this manual. For example, "kick01", " cymbal07", "snare018" and so on.

VEL CURVE

By pressing the F6 button from the KEYBOARD CONTROL page, you can set the Velocity Curve (Figure 259), that is the dynamic curve of the keyboard. You can set the values by pressing repeatedly the F6 button. The available values are: Soft1, Soft2, Normal, Hard1 and Hard2

You can select also a fixed Velocity Curve value (VEL CURVE FIXED). In this case, set the fixed value by using the CURSOR ◄ ► buttons or the DATA/ VALUE wheel (values 1-63).

Figure 259

VEL FILTER

By pressing the F7 button from the KEYBOARD CONTROL page, you can set the Velocity Filter (Figure 260), that is the dynamic curve of the filter. You can set the values by pressing repeatedly the F7 button. The available values are: Open1, Open2, Close1 and Close2.

Figure 260

ARABIC

By pressing the F8 button from the KEYBOARD CONTROL page, you can access a window like Figure 261, where you can set the Arabian scale parameters:

F1–Left Scale: sets the Arabian scale for the left hand. Values: NO, ARR. and LOW., that is no scale, Arabian scale to the Arranger or to the Lower part.

F2–Footswitch: pedal modes. Values: NO, NOTE, AR.SET., that is no parameter, pedal controlling the note or the Arabic set (from 1 to 16).

F7–Arabic Set: selection of one Arabic set, from 1 to 16.

F8–Koma Tab (Harmony): activation of the Koma function, which replaces the HARMONY button in order to alter dynamically the pitch of the scale while you are playing.

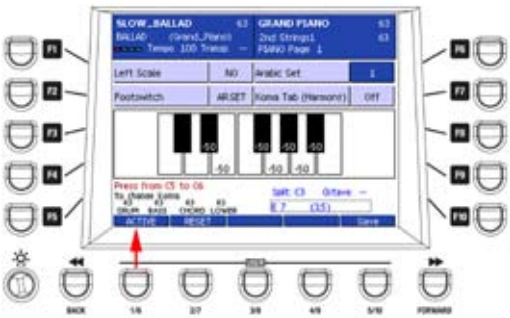


Figure 261

■ FOOTSWITCH

- By pressing the F8 button from the KEYBOARD CONTROL page, you can activate the FOOTSWITCH screen (Figure 262), where you can assign the functions to the pedalboard connected on the rear. The optional FS13 pedalboard has 13 functions, to which you can assign any parameter of the keyboard. By using the CURSOR ▲ ▼ buttons select one of the 13 functions of the pedal and assign one of the parameters of the table below, by using the CURSOR ▲ ▼ buttons or the DATA/VALUE:

Figure 262

Sustain,
Soft,
Sostenuto
Arr. A,
Arr. B
Arr. C
Arr. D
Fill 1 ~ 4
Fill In
Break 1 ~ 4
ReIntro
Int.End 1
Int.End 2
Int.End 3
Start Stop
FillToArr.
Key Start
Key Stop
Hold
Tempo +
Tempo -
Transp +
Transp -
VoiceListTo Arr.
Auto Fill

After Fill
Arr. Mute Inter. Gtr.
Manual Bass
Bas. Mono/Poly
Swing Bass
BassToRoot
Bassist
Bass Sust.BassToLowest
Lower Mute
Low. Off Stop
Lower1 Hold
Lower2 Hold
PianistPianistSust.
Accordion
Swell
Left Drum
Fade Out
Manual Drum
Crash
Play Kick1
Play Kick2
Only Kick
Drum&Bass
Kick Off

Snare Off
HiHat Off
Cymbal Off
Tom/FX Off
Rimshot Off
Latin1 Off
Latin2 Off
Latin3 Off
ClapFx Off
minor
7th
m7th
5+
dim
6+
7th+
MIDI Reset
Lead Mute
Lyric On/Off
Zoom
A.Play On/Off
Loop On/Off
Text Page +
Text Page -
Cross Fade

Wha-Wha
Reverb
Chorus
Echo/Delay
Dist. Overdr.
Voicetron
Micro On/Off
Micro Talk
Voice Down
Voice Up
Regis Down
Regis Up
2nd Voice
Harmony
Double
Rotor On/Off
Rotor Slow/Fast
Arabic 1 ~ 16
Right Boost
Exit
Style Stop
Pause/Count In/Rest
Aftertouch
Portamento

Once you set the FOOTSWITCH parameters you can save them by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

UTILITY

By pressing the F9 button from the KEYBOARD CONTROL page you can activate the UTILITY screen (Figure 263), where you can enable/disable the following functions:

F1–SPDIF In: enables/disables the digital SPDIF In port (values ON/OFF).

F2–SPDIF Out: enables/disables the digital SPDIF Out port (values SPDIF/MAIN). The SPDIF volume is controlled by using the S/PDIF-LINE IN (SFX) slider of the PLAYER section.

F3–Edit Value Recycle: enables/disables the recycle of the volume, effect send, etc. parameters type Values ON/OFF.

F4–Fast Song: eliminates measures at the beginning of the Midi file, usually Count In or Setup Measure. Values ON/OFF.

F5–Show File Icon: enables/disables the icons display for the file types. Values ON/OFF.

Figure 263

F6–Intelligent Transpose: affects the transposition of the MIDI file. Each instrument is transposed within its natural octave. Values ON/OFF.
F7–LINE IN: enables/disables the LINE IN input. The input volume is controlled by the S/PDIF-LINE IN (SFX) slider of the PLAYER section. Values ON/OFF.
F8–Remix Live Guitar: enables/disables the Live Guitar of the style when making a MIDI Remix. Values ON/OFF.
F9–Headphone to Out3&4: values ON/OFF.
F10–Video Lyric: enables/disables the Lyric display on remote screen monitor. In other words, the Lyric OFF affects also the remote monitor. Values ON/OFF.

By pressing the USER 5 button you can access the next settings page (press USER 4 to return to the previous page), as shown on Figure 264. Here you can find the following functions:
F1–Cross Fade Mode: selects the Cross Fade mode (Fade 1, Fade 2, Fade 3).
F2–Cross Fade Velocity: sets the Cross Fade speed (Normal, Fast 1, Fast 2, Slow 1, Slow 2).
F3–Fade Time: sets the Fade time of the Master (values 1–20).
F4–Player Autoload: enables/disables the automatic loading of the TXT file together with WAV, MIDI, MP3 (see Text scrolling function on page 117) and of the file WAV associated to the MIDI FILE (MIDI SYNC RECORDING page 99)(TEXT, ALL, NO).
F5–Enabled Number Files: enables/disables the the file numbering (values ON/OFF).
F6–Main View: enables/disables the MAIN VIEW mode (values ON/OFF).
F7–Autoswitch Time (sec.): sets the automatic time to switch to the MAIN VIEW from other screens (values OFF, 0–60).
F8–Lyric/Txt Small Font: sets the small font display of the lyrics (values ON/OFF).
F9–Registration Sort: sets the sort mode of the Registration list (values Numeric, Alphab).
F10–Registration Restore: enables/disables the RESTORE function which restores the panel to the conditions before the Registration recall (values ON/OFF).

By pressing the USER 5 button again you can access a further settings page (press USER 4 to return to the previous page), as shown on Figure 265. Here you can find the following functions:
F1–MP3/LINE IN TRANSP.: enables/disables (ON/OFF) the transposition of the MP3 file and of the Line In input signal. This function, if set to OFF, allows to play the MP3 file together with the style without affecting the pitch of the MP3 by changing the tempo of the style.
F2–WAV DJ MIX: enables/disables (ON/OFF) the DJ MIX function between the WAVE and DJ LOOP Players (see procedure below).

Figure 264

Figure 265

F3–Player & STYLE MIX: (values ON/OFF) activates the Player when a Style is running.
F4–KEY TUNE TO CHORD: (values ON/OFF) see procedure below.
F5–REG. LOAD MODE: loading behaviour of the right voice into the Registration when a style is playing. Values Mode1 and Mode2.
Mode1: the right voice is changed immediately by loading the registration.
Mode2: the right voice is changed by the effective change of the Registration, that is at the beginning of the next measure.

WAV DJ MIX function
When the WAV DJ MIX function is ON, you can use the two Players together:
1. Select a file WAVE.
2. Press ENTER or START.
3. Select another WAVE file and press ENTER.
4. The second WAVE file will be pre-loaded.
5. Press the DJ Loop button to cue the second Player (the LEDs are blinking).
6. Press the USER 4 button (CONTINUE) to start the second Wave file.
7. Adjust the two sources output by using the WAVE and DJ LOOP faders, as you like.

KEY TUNE TO CHORD function
When the Key Tune To Chord is active, you can start a Key Tune, by using the associated key, but also by using the recognition of the associated chord. Here's an example:

1. Press the KEY TUNE button on the panel and select a Key Tune (Figure 266).
2. Press the EDIT button on the panel.
3. Press the USER 2 button (Tune View) to view the associated keys to the Key Tune. In Figure 267 there are 3 associated keys.
4. For example, if you want to start the song "Barocco.wav", you can play the C3 note assigned to the Key Tune, but also when you will play a C chord in all the variations. In this way, the Hold parameter will be set to ON. To stop the Key Tune song just press a C chord or C note again.

This function is useful for the accordion player playing MIDI files. When the Key Tune To Chord function is active, the melody part of the accordion will not start the Key Tune but only the Chord part will.
In this way you can assign 12 songs maximum (for example, a song assigned to the G5 key and another to the G6 key, by using the chord recognition, G will start the song assigned to G5 key).
Combining this function to Registrations, the accordion player can launch the MIDI files and the other settings in the Registration directly from the accordion, without touching the keyboard.

Figure 266

Figure 267

NOTE
By means of the chord recognition, if Bass To Chord is set to On, also the bass section will start the Key Tune.

■ OUTPUT ASSIGN

- By pressing the F5 button from the main page of the MENU, you can access to the OUTPUT ASSIGN screen where you can make the routing settings of the internal sources to the outputs on the rear (Main Stereo and separate outputs), as shown in Figure 268.
  The options are the following:
  F1–Out3&4: 3 and 4 outputs.
  F2–Out1&2 Drum: 1 and 2 outputs for the drum and the percussive instruments.
  F3–Out1&2: 1 and 2 outputs for the right hand, all the drums and MIDI1.

Figure 268

Out3&4

By using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel you can select the source to send to the 3 and 4 outputs.
The internal sources interne are the following:
Wave 1/2, A.Drum
MP3-2 (SFX)
MP3-1
Voicetron
Drawbars
BASS

Chords
By using the CURSOR ◄ ► buttons you can select the source one by one, and set the output destination, choosing from **Main Stereo** or **Main + 3&4**.

By using the button USER 5 (SAVE) you can store up to 5 outputs Presets. Select a Preset with the F6-F10 buttons and press the USER 5 button (SAVE).

Out1&2 Drum
By using the CURSOR ▲ ▼ buttons or the DATA/ VALUE wheel, you can select the percussive instrument of the drum to output (Figure 269). The percussive instruments are the following:

KICK
SNARE
HI-HAT
CYMBAL
TOM
RIMSHOT
LATIN
CLAP

Once selected the percussive instrument, you can set the output with the CURSOR ◄ ► buttons, choosing between **Main Stereo** or **1&2 Stereo**.

Out1&2
By using the CURSOR ▲ ▼ buttons or the DATA/ VALUE wheel, you can select the internal source to send to the output 1 and 2 (Figure 270). The internal sources are the following:

Right
All Drums
MIDI 1

Once selected the source, you can set the output destination with the CURSOR ◄ ► buttons, choosing between **Main Stereo** or **1&2 Stereo**.

■ METRONOME CLICK

- By pressing the F6 button from the main page of the MENU, you can access to the METRONOME CLICK screen, where to make settings of the metronome (Figure 271). By using the F1-F10 buttons you can set the following parameters:
  F1–LINK MODE: sets the metronome in the following environments:
  All, Style, MIDI, Wave, MP3.
  F2–RUN MODE: sets the start mode of the metronome (Free, Start).
  F3–VOLUME: output volume from 0 to 63.
  F4–OUTPUT: output assign (Figure 272) to Out 1 and 2, Out 3 and 4, Out 3 and 4 and headphones (34&Hph). In this last mode, you will hear only the metronome on the headphones. Useful for drummers.
  F5–TYPE: click type CLICK, METR.1 and METR. 2.
  F6–TEMPO: tempo setting. This applies only if the songs don't have tempo information (usually the WAV and MP3 files).
  F7–TIME SIG */.: sets the numerator of the division. Values from 1 to 12.
  F8–TIME SIG ./*: sets the denominator of the division. Values 4 or 8 .

Press the USER 1 button (ACTIVE/INACTIVE) to enable/disable the METRONOME CLICK function, as shown from the arrow in Figure 272.

Figure 269

Figure 270

Figure 271

Figure 272

NOTE
By pressing the USER 1 button you can toggle the 1&2 Stereo and the 1&2 Mono output, as shown by the arrow on Figure 269.

■ VIDEO MODE

- From the main page of the MENU, press the F7 button (VIDEO MODE) to open the page for the video settings (Figure 273). By using the F1-F10 buttons you can open the following settings pages:

  F1 - MODE: sets the VGA video output for lyric display (karaoke) or as MIRROR (all that you see in the display is mirrored on a VGA monitor).

  F2 - HOR. START: sets the horizontal start position.

  F3 - HOR. POSITION: horizontal position.
  F4 - VERT. START: sets the vertical start position.

  F5 - VERT. POSITION: vertical position.
  F6 - BACKGROUND: sets the background colour.

  F7 - NORMAL TEXT: sets the normal text colour.
  F8 - HIGHLIGHT FORE: sets the highlighted text fore colour.

  F9 - HIGHLIGHT BACK: sets the highlighted text background colour.

  F10 - LYRIC UPPERCASE: sets upper/lower case for lyric text (karaoke).

Figure 273

■ AUDIO RECORDING

- From the main page of the MENU, press the F8 button to open the AUDIO RECORDING page dedicated to audio recording (Figure 274).
  By using the F1-F10 buttons you can set the following parameters:
  F1- MP3 RECORDING: MP3 file recording.
  F2- MIDI SYNC RECORDING: audio file recording synchronized with a MIDI file.
  F5- SELECT SOURCE: selection of the recording source, that is SPDIF, MP3-1, WAVE, MICROPHONE/VOICETRON
  F6- WAVE RECORDING: WAV file recording.
  F-10 UPDATE TIME LEFT: calculates the available recording room on the disc.

Recording a WAV file

1. Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
2. Press the F6 button (WAVE RECORDING) to choose WAV file recording mode.
3. Press the RECORD button.
4. You will be prompted to give a name to the file. Digit the name for the audio file directly from the keyboard (Figure 275). In the example, the file is “AUDIO_01”.
5. Press the USER 5 button (ENTER).
6. Press the F3 button (NORMAL) to set the normal recording or the F4 button (MIXDOWN) to make overdubbing (see details later).
7. Play the keyboard and/or sing on your microphone connected to the MICRO 1 connector (enable the MICRO button in the VOICETRON section). Be sure that the input level is not too high by checking the stereo VU-Meter (Figure 276).
8. Press the USER 5 button (START REC) or the ENTER button to start recording. It’s also possible to press the MENU button to exit, but keeping ready to record. The REC button remains lit. You can then start the recording at any time by simply pressing the REC button, which will start blinking.
9. Press the USER 4 button (STOP REC) to stop recording.
10. A file in the WAVE folder of the disk will be created.
11. Press the START button or the USER 5 button (START) to start playback of the recorded file. To browse and select any recorded audio WAV file, press the WAVE button in the Player section.

Figure 274

Figure 275

Figure 276

Recording an MP3 file

1. Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
2. Press the F1 button (MP3 RECORDING) to choose MP3 recording.
3. Follow the same procedure for WAV file recording.
4. The recorded MP3 file will be created in the MP3 folder of the disk. To browse and listen to the recorded MP3 file, press the MP3 button in the Player section.

NOTE

The recording volume is set by the WAVE slider on the PLAYER section.

MIDI SYNC RECORDING (file audio recording synchronized with a MIDI file)

1. Press the MENU button and the F8 button (AUDIO RECORDING) to open the audio recording environment.
2. Press the F2 button (MIDI SYNC RECORDING) to show the list of MIDI files within the MIDIFILE folder on the disk (Figure 277).
3. Select a MIDI file from the list. In the example, the file is “Cabaret.MID”.
4. Press the ENTER button to start simultaneously the audio recording of the MIDI file (Figure 278).
5. Play the keyboard and/or sing on your microphone connected to the MICRO 1 connector (enable the MICRO button in the VOICETRON section).
6. Press the USER 4 button (STOP REC) to stop recording. If you stop recording before the MIDI file ends, press the START/STOP button on the panel.
7. A wave format file with the same name of the MIDI file plus a progressive numbering and the WAV extension will be created. In the example, the file is “Cabaret_1.wav”. You will find it in the MIDIFILE folder (Figure 279).
8. Also, you can overdub using the same MIDI file and the newly created audio file. Repeat the procedure from step 3 to step 6.
9. After overdubbing, you will find your audio files with progressive numbering, that means “Cabaret_2.wav”, “Cabaret_3.wav” and so on (Figure 280).

Once the MIDI sync is created and played back (remember that only two tracks will play in numeric order, e.g. _1 and _2 or _2 and _3, if _1 is not present), by pressing the SAVE button a pop-up with two options appears:
F1 - Save Sync Param: it allows to save the information of the sync into the MIDI file so the next time you play the file it’s not necessary to reload them. You cannot change the audio file after you saved the sync information because you will loose the synchronization.
F2 - Merge Audio Track: it combines the current two tracks playing in one audio track. This option appears only if you have 2 WAV tracks playing.

Figure 277

Figure 278

Figure 279

Figure 280

NOTE

Once the files are “merged”, a single audio file will be created, by using the lower number of the two files, and two .bak files (backup files of the two original wav files).

Avoiding the MIDI file recording mixed to the source

When you make a MIDI SYNC RECORDING by selecting a Main or Keyboard source, also the MIDI file playing will be recorded into the audio file.
To avoid this, you can follow two procedures:

Manual procedure

1. Select MENU > Out Assign > Out1&2 and set MIDI1 to 1&2 stereo.
2. While recording, the keyboard will be output to MAIN OUT and will be recorded. The MIDI will be present on 1 and 2 outputs without being recorded.

Automatic procedure

3. Select MENU > Keyboard Control > Utility and set the Headph to out3&4 item to ON.
4. Now, making the recording, the MIDI will be output automatically to the headphones and will not be recorded on the audio track.
5. Remember that when the Headph to out3&4 item is set to ON, also WAV, MP3 will be present on the headphones... that is all the sources set to out 3&4. You can control the output volume by the PFL slider.

Overdubbing a WAV file

1. Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
2. Press the F6 button (WAVE RECORDING) and the RECORD button. Give a name to the file by inputting the characters directly from the keyboard.
3. Press the F4 button (MIXDOWN) to set the overdubbing mode (Figure 281).
4. Press the USER 5 button (START REC) to start recording and the STOP button to stop.
5. Repeat MIXDOWN procedure by adding new audio material from the keyboard and/or from the microphone, as you like.

Figure 281

■ MIDI RECORDING

- Press the F9 button (MIDI RECORDING) in the MENU screen. The recording MIDI page will open. By using the F1-F10 buttons you can set the following MIDI recording modes:
  F1- keyboard: sets the recording mode from the keyboard.
  F2 - MIDI PORT IN GM: sets the MIDI data recording mode from the MIDI IN port.

Recording a MIDI file using the keyboard

6. Press the MENU button and the F9 button (MIDI RECORDING) to enter the MIDI recording environment.
7. You will be prompted to give a name to the file. Digit the name for the MIDI file, directly from the keyboard (Figure 282). In the example, the file is “MIDI_01”.

Figure 282

8. Press the USER 5 button (ENTER).
9. Press the F1 button (KEYBOARD) to set the recording mode from keyboard.
10. Press the USER 5 button (START REC) or the ENTER button to start the MIDI recording.
11. Play the keyboard and/or start the Arranger.
12. Press the USER 4 button (STOP REC) to stop recording.
13. A file in the MIDIFILE folder of the disk will be created (Figure 283).
14. Press the START button or the USER 5 button (START) to start playback of the recorded MIDI file. To browse and listen the recorded MIDI file, press the MIDI button in the Player section.

Figure 283

■ Recording a MIDI file from the MIDI IN port

1. Press the MENU button and the F9 button (MIDI RECORDING) to enter the MIDI recording environment.
2. You will be prompted to give a name to the file. Digit the name for the MIDI file, directly from the keyboard.
3. Press the F2 button (MIDI PORT IN GM) to set the data recording mode from the external port (Figure 284).
4. Press the USER 5 button (START REC) to start the MIDI recording.
5. Start the external MIDI sequencer or play any MIDI keyboard connected to the MIDI IN connector.
6. Press the USER 4 button (STOP REC) to stop MIDI recording.
7. A file in the MIDIFILE folder of the disk will be created.
8. To browse and listen the recorded MIDI file, press the MIDI button in the Player section.

Figure 284

WARNING

If you make a MIDI recording using an Audio Drum part for the drum, the drum sounds (AUDIO) will not be recorded into the MIDI recording. If you want to record an Audio Drum please use the audio recording method.

MIDI Remix

Audya offers a MIDI REMIX function to replace the drum track in any MIDI file with the drum part of an internal Style of Audya, even one with AUDIO DRUM part.

■ Making a MIDI Remix

1. Press the MIDI button in the Player section and select a MIDI file from the list. In the example, the file is “Raindrops_Keep_Falli.mid” (123 BPM).
2. Press the F9 button to enable the REMIX ON function (Figure 285).
3. Select a style with approximately the same tempo (BPM) of the MIDI file. If the tempo differs too much, a warning message will appear inviting you to select another style. In the example (Figure 286) the D-FLOOR style has been selected. By using the STYLE VIEW button and the F1 button you can also change the drum kit and choose any AUDIO DRUM groove. In the example (Figure 287) the DANCE’80-2_125 audio groove (125 BPM) has been selected.
4. Press the USER 5 button (START) to start the REMIX.
5. After a while, the START button flashes and you can start playback the MIDI file with the new audio drum track, replacing the original drum track of the MIDI file. That means that the MIDI file “Raindrops_Keep_Falli.mid” will play with drum track of the “DANCE’80-2_125” audio groove.
6. During the playback of the REMIX you can also change the A, B, C, D variations and the Fills of the selected style, as well as you can change the style itself (Figure 288).
7. Press the SAVE button to save the REMIX file while the MIDI file and the REMIX are still playing.
8. Give a name to the file directly from the keyboard and press SAVE again.
9. Access the REMIX file (RMX) from the list by using the wheel or the CURSOR.
10. Wait a while to load the RMX file and press the USER 5 button (START). When the START button flashes, you can start playback the REMIX.

In the same way, you can add to the REMIX also the track of Live guitar. To do this, you must enter the menu keyboard CONTROL > UTILITY and set the REMIX LIVE GUITAR parameter to ON (Figure 289).
In this way, when you start a MIDI REMIX, besides the audio drum, you can adjust also the Live Guitar track, by playing on the keyboard just as with any style.

NOTE

When you select the styles for REMIX, you must disable the MY FOLDERS function otherwise they will be selected by pressing the buttons 0–9.

Figure 285

Figure 286

Figure 287

Figure 288

Figure 289

NEW MIDI REMIX FEATURES

- Two options for MIDI REMIX storing have been added:
  F1–START BAR
  F2–STOP BAR
- Start Bar and Stop Bar (Figure 290) indicate the start bar of the MIDI REMIX and the stop bar, respectively.
- Please note that if the Start Bar is not 1, the drum of the MIDI file will play during the bars before the Start Bar. In the same way, if the Stop Bar value is set more than the total number of bars of the MIDI file, when the MIDI REMIX ends, the drum of the MIDI file will still play.

Figure 290

STYLE AND MIDI BUTTONS

- The STYLE and MIDI buttons in the User Style/ Disk Area section are now implemented (Figure 291).
- While the REMIX is running these buttons enable/ disable the REMIX using the style.
- You can store the changes of the Arranger, Fill, Break, Style and MIDI. In this way, when the next REMIX start again, these changes will apply automatically.
- While you are making a MIDI REMIX, press the RECORD button to store the changes.
- All the changes will be stored into the MIDI file.
- To save them definitely into the MIDI file, press SAVE while the MIDI REMIX is running, while the RECORD button is lit.
- You can also make a REMIX by using the MIDI file already playing. Just activate the REMIX by using the current MIDI file playing and select a style.
- Now you can change the style during the REMIX. This operation can be useful to find the right style to combine with the MIDI file.

Figure 291

Voicetron

Once you connect two microphones to the MICRO 1 and MICRO 2 connectors you can access to a bunch of options for the voice treatment.

- **MICRO**
  The MICRO button enables the MICRO 1 input and MICRO 2 input. Connect one or two microphones to the jacks on the rear and adjust the level by using the GAIN 1 and GAIN 2 wheels.
- **VOCALIZER**
  The VOCALIZER button enables the effect processor for the harmonization and the automatic pitch only on MICRO 1.

Setting a vocal effect

1. Press the MICRO button.
2. The MICRO PRESETS window will appear (Figure 292).
3. Press the F1-F10 buttons to select one of the MICRO PRESETS, that is one effect for the microphone connected to MICRO 1 and/or MICRO 2.
4. Press the CURSOR ◄ ► buttons to scroll the MICRO PRESETS pages.
   By using the F1-F10 buttons you can select 20 MICRO PRESETS from two pages:

PAGE 1	PAGE 2
F1–DRY	F1–GIRL
F2–REVERB SMALL	F2–BABY
F3–REVERB MEDIUM	F3–VIBRATO
F4–REVERB LARGE	F4–PHONE
F5–REVERB GATED	F5–ANGEL
F6–BOOST	F6–MICRO_01
F7–ECHO REVERB	F7–MICRO_02
F8–ECHO REVERB TAP	F8–MICRO_03
F9–CORRECTION	F9–MICRO_04
F10–BEAR	F10–MICRO_05

Editing a vocal effect

1. Select one MICRO PRESETS from the list on the display.
2. Press the EDIT button on the front panel.
3. A window like Figure 293 will appear.
4. By using the F1-F10 buttons you can select the following options:
   F1–MICRO1
   F2–MICRO2
   F3–REVERB
   F4–ECHO
   F5–TRANSFORM
   F6–COMPRESSOR
   F7–LIMITER
   F8–EQUALIZER
   F9–VIBRATO
   F10–PITCH

Figure 292

Figure 293

Please note that for MICRO1 (that is the microphone connected to MICRO 1 on the rear) all the options are available, while for MICRO2, only REVERB and ECHO are available.

MICRO1
By selecting the F1 button (MICRO1), you can choose one of the following options:
F3–REVERB
F4–ECHO
F5–TRANSFORM
F6–COMPRESSOR
F7–LIMITER
F8–EQUALIZER
F9–VIBRATO
F10–PITCH

MICRO2
By selecting the F2 button (MICRO2), you can choose one of the following options:
F3–REVERB
F4–ECHO

REVERB

By selecting the F3 button a REVERB screen like Figure 294 will appear where you can choose one of the available reverbs by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off (nessun effect)	Church
Short Room	Cathedral
Room	Gated Reverb
Small Hall	Gated Plate
Large Hall	User1
Short Plate	User2
Vocal Plate	User3

Figure 294

ECHO

By selecting the F4 button a ECHO screen like Figure 295 will appear where you can choose one of the available Echo effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off (nessun effect)	Stereo Tap
Mono	Mono 3/4 Tap
Stereo	Stereo 3/4 Tap
Mono 3/4	Mono 4/4 Tap
Stereo 3/4	Stereo 4/4 Tap
Mono 4/4	Mono Triplet Tap
Stereo 4/4	Stereo Triplet Tap
Mono Triplet	User1
Stereo Triplet	User2
Mono Tap	User3

Figure 295

TRANSFORM

By selecting the F5 button a TRANSFORM screen (only for MICRO1) like Figure 296 will appear where you can choose one of the available Transform effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Default	Cartoon
Teen Pop	Nasal
Dark	Strange
Delicate	Bariton
Opera	Deep
Vibrato	Girl
Phone	Drunk
Angel	User1
Alien	User2
Baby	User3

Figure 296

COMPRESSOR

By selecting the F5 button a COMPRESSOR screen (only for MICRO1) like Figure 297 will appear where you can choose one of the available compressors by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off	-21 dB 7:1
-18 dB 2:1	-24 dB 12:1
-15 dB 3:1	User
-18 dB 5:1	

Figure 297

LIMITER

By selecting the F6 button a LIMITER screen (only for MICRO1) like Figure 298 will appear where you can choose one of the available Limiters by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off
-6dB
-12dB
-18dB
User

Figure 298

EQUALIZER

By selecting the F8 button an EQUALIZER screen (only for MICRO1) like Figure 299 will appear where you can choose one of the equalization Presets by using the USER buttons from 1 to 5, or set the your equalization curve. To change the equalization curve, choose the band by using the CURSORE ◄ ► and change the value (+/- 14 dB) by using the DATA/VALUE wheel or the CURSOR ▲ ▼ buttons. The Preset curves are the following:

Flat (USER 1)
LowCut (USER 2)
HighCut (USER 3)
Loudness (USER 4)
User (USER 5)

Figure 299

VIBRATO

By selecting the F9 button a VIBRATO screen (only for MICRO1) like Figure 300 will appear where you can choose one of the available Vibrato effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off
Light
Lyric
Heavy
Slow
User

Figure 300

PITCH

By selecting the F10 button a PITCH screen (only for MICRO1) like Figure 301 will appear where you can set the parameters to change the pitch. Select the PITCH SHIFT parameter by using the CURSOR ▲ ▼ buttons and change the value by using the CURSOR ◄ ► or the DATA/VALUE wheel (values +/- 24 semitones).
Select the PITCH CORRECTION parameter by using the CURSOR ▲ ▼ buttons and change the value by using the CURSOR ◄ ► or the DATA/VALUE wheel (Off, Slight, Slow, Medium, Fast).

Figure 301

Saving a microphone effect

After you have modified one of the MICRO PRESETS, you can save it by overwriting the same Preset or giving a new name. Here is the procedure to follow.

1. Select a MICRO PRESET.
2. Press the EDIT button on the front panel and edit the parameters as explained above.
3. Once finished, press the SAVE button on the front panel.
4. Type a name by using the keyboard (for example MY_MICRO) and press the USER 5 button (SAVE), as shown in Figure 302.
5. By using the F1-F10 buttons is now possible to select the User Preset from the list, as shown in Figure 303.

Figure 302

Figure 303

Setting a VOCALIZER effect

1. Press the VOCALIZER button.
2. The VOICETRON PRESETS window will appear (Figure 304) that is the effects for the microphone connected to MICRO 1 on the rear.
3. Press the F1-F10 buttons to select one of the VOICETRON PRESETS.
4. Press the CURSOR ◄ ► buttons to scroll the VOICETRON PRESETS pages.
   By using the F1-F10 buttons you can select 20 VOICETRON PRESETS, from two pages.

PAGE 1	PAGE 2
F1–VOCALIZER	F1–USER 1
F2–AUTOTUNE VOCAL	F2–USER 2
F3–BLUEGRASS DUET	F3–USER 3
F4–COUNTRY DUET	F4–USER 4
F5–CHAINED DUET	F5–USER 5
F6–STANDARD TRIO	F6–USER 6
F7–STANDARD TRIO 2	F7–USER 7
F8–CHAINED TRIO	F8–USER 8
F9–STAND. QUARTET	F9–USER 9
F10–JAZZ QUARTET	F10–MIDI MODE

5. In Figure 305 you can see the VOICETRON PRESETS of the second page.
6. Please note that the last Preset corresponding to the F10 button on the second page is “MIDI MODE” (shown by the arrow on Figure 305), that is the harmonization mode controlled by the MIDI file. In this mode, the harmonization is automatically controlled by the melody track of the MIDI file. Please see “Setting the VOCAL mode” on the GM Parts section in this manual.

Figure 304

Figure 305

Editing a VOCALIZER effect

1. Select a VOCALIZER effect.
2. By pressing the EDIT button, a window like Figure 306 will appear.

Press the F1-F10 buttons to access the parameters of the Preset:

F1–DUET: duet effects.
F2–TRIO: trio effects.
F3–QUARTET: quartet effects.
F4–QUINTET: quintet effects.
F5–FIXED INTERV.: fixed interval effects.
F6–VOCODER: vocoder parameters.
F7–VOICES EDIT: voices parameters (up to 5 voices) Volume, Pan, Formant, Detune, Cutoff, Resonance.
F8–EQUALIZER: 10 bands graphic equalizer.
F9–EFFECTS: effects parameters.
F10–VOCAL TO ARR.: automatic setting of the vocalizer and the Arranger.

Figure 306

DUET

By pressing the F1 button the list of DUET effects similar to Figure 307 will appear from which you can choose one of the available duet effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Down 1	Bluegrass Down	Folk 1 Up
Up 1	Bluegrass Up	Folk 2 Down
Down 2	Country Down	Folk 3 Up
Up 2	Country Up	Chained Up
3rd Down	Folk 1 Down	Chained Down
6th Up		

Figure 307

TRIO

By pressing the F2 button the list of TRIO effects similar to Figure 308 will appear from where you can choose one of the effects di trio available by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Standard	Octave Up 2
Standard 2	Down-key down
Down	Up-key down
Up	Chained Up
Octave Down	Chained Down
Octave Up	Chained Open Down

Figure 308

QUARTET

By pressing the F3 button will appear the list of effects QUARTET similar to Figure 309 from which you can choose one of the available quartet effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Standard	Jazz Down
Open	Jazz Up
Octave Down	Block Chord Down
Jazz	Block Chord Up

Figure 309

QUINTET

By pressing the F4 button the list of QUINTET effects similar to Figure 310 will appear from which you can choose one of the available quintet effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Standard
Open
Octave Down
Sextet Open

Figure 310

FIXED INTERV.

By pressing the F5 button the list of FIXED INTERV. effects similar to Figure 311 will appear from which you can choose one of the available fixed interval effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Duet Unison	5th Down
Duet Female Up	5th Up
Duet femal Down	Lead 5th Down
Trio Female/Male	Lead 5th Up
Sextet Female/Male	3rd Major Up

Figure 311

VOCODER

By pressing the F6 button the list of VOCODER effects similar to Figure 312 will appear from which you can edit the parameters of the vocoder effect. Select a parameter with the CURSOR ▲ ▼ buttons and change the value by using the DATA/VALUE wheel:
ASSIGN (values Right, Left)
OCTAVE (values -2, -1, 0, +1, + 2, auto)
MIDI MODE (values ON/OFF): in this mode the VOCODER is active for the MIDI melody track.

Figure 312

VOICES EDIT

By pressing the F7 button the list of VOICES EDIT parameters similar to Figure 313 will appear. Here you can edit the harmonization parameters up to 5 voices. Select a vertiacal parameter by using the CURSOR ▲ ▼ buttons and the horizontal parameter by using the CURSOR ◄ ► buttons. Modify the value of each selected parameter of the 5 voices (VOICES from 1 to 5) by using the DATA/VALUE wheel:

VOLUME (values 0–63)
PAN (values 64R > | < 63L)
FORMANT (values 0–63)
DETUNE (values 0–63)
CUTOFF (values 0–38)
RESONANCE (values 0–7)

Figure 313

EQUALIZER
By pressing the F8 button the list of EQUALIZER effects similar to Figure 314 will appear from which you can choose one of the 10-bands graphical equalizer preset by using the USER buttons from 1 to 5, or edit the parameters to set the custom equalization. Select one of the 10 EQ bands by using the CURSOR ◄ ► buttons. Modify the value of the selected band by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel (values from -14 dB to14 dB). The USER buttons from 1 to 5 allow to choose one of the following Preset:

- Flat (no equalization)
- LowCut (equalization with bass frequencies cut)
- HighCut (equalization with high frequencies cut)
- Loudness (bass and high frequencies boost)
- User (equalization set by the user)

Figure 314

LowCut
By pressing the USER 2 button you can set a low cut equalization, that is a high-pass filter on sound. Useful when you must cancel booming frequencies or to eliminate “pop” noises from the voice (Figure 315).

Figure 315

HighCut
By pressing the USER 3 button you set a high cut equalization, that is a low-pass filter on sound. Useful when you must cancel hissing frequencies or to eliminate feedback effects on the microphone (Figure 316).

Figure 316

Loudness
By pressing the button USER 4 you set an equalization with bass and high frequencies boost. Useful when in must enhance the frequencies in too absorbing rooms at too low volume (Figure 317). In other words, the natural loss at quite volumes of low and high frequencies by the human ear is compensated.

Figure 317

User
By pressing the USER 5 button you set an equalization made by the user. Useful when you must recall a particular equalization for different gigs (Figure 318). The User Preset is stored together the Voicetron Preset, as explained on the next page.

Figure 318

EFFECTS

By selecting the F9 button the list of EFFECTS similar to Figure 319 will appear from which you can edit the parameters of the REVERB and ECHO effects. Select the parameter by using the CURSOR ▲ ▼ buttons and edit the value of the 3 parameters by using the DATA/VALUE wheel. The three parameters are:

EFFECTS SEND (values 0–63)
REVERB PRESET (see the list at left)
ECHO PRESET (see the list at right)

REVERB PRESET
Short Room
Room
Small Hall
Large Hall
Short Plate
Vocal Plate
Church
Cathedral
Gated Reverb
Gated Plate
User1
User2
User3

ECHO PRESET
Mono
Stereo
Mono 3/4
Stereo 3/4
Mono 4/4
Stereo 4/4
Mono Triplet
Stereo Triplet
Mono Tap
Stereo Tap
Mono 3/4 Tap
Stereo 3/4 Tap
Mono 4/4 Tap
Stereo 4/4 Tap
Mono Triplet Tap
Stereo Triplet Tap
User1
User2
User3

Figure 319

Figure 320

Figure 321

Figure 322

VOCAL TO ARR.

By selecting the F10 button the VOCAL TO ARR. screen like Figure 320 will appear where you can edit the parameters of this function. The function allows to set automatically a VOCALIZER effect associated to the part played by the Arranger. For example, you can set a DUET effect for the START, a TRIO effect for the variation A of the Arranger, a VOCODER effect for the variation B of the Arranger and so on. You can make the choice of the part by using the CURSOR ▲ ▼ buttons while the effect to assign can be selected by using the DATA/VALUE wheel or by using the F1-F5 buttons (DUET, TRIO, QUARTET, QUINTET and FIXED INTERV.) or the DATA/VALUE wheel.

Saving a VOCALIZER effect

1. Once finished, press the SAVE button on the front panel.
2. A dialogue will appear to give a name (Figure 321). Digit the name by using the keyboard and press the USER 5 button (SAVE)
3. Once saved, you can recall the custom effect from the second page of the VOCALIZER window (Figure 322).

Search (Main View)

Audya features a useful SEARCH function in order to search files stored in the internal disk or in external USB devices. When is the MAIN VIEW is active, the search engine looks different from the normal view.

■ Searching a file in the MAIN VIEW window

1. Press the SEARCH button.
2. The last open directory of the disc will appear (Figure 323).
3. Use the CURSOR ▲ ▼ buttons or the DATA/ VALUE wheel and the ENTER button to search a folder.
4. Digit the name of a file, even partially, inputting letters and numbers from the keyboard.
5. In Figure 324, only the character “S” is inputted, the engine locates the first entry of the file name starting with an “S”. The found file will be highlighted.
6. In Figure 325, by entering the second character the engine locates more precisely what you are looking for.
7. Repeat inputting characters as you like.
8. When the file you are looking for it’s found, you can press the ENTER button to start the file. In Figure 326 is “SOLO TROMBONE.WAV”.
9. By pressing the EXIT button on the front panel you can change the search folder on the disc.
10. By pressing the USER 5 button (EXIT) as shown by the arrow on Figure 327, you can exit the search function and return to the ordinary MAIN VIEW window.

Figure 323

Figure 324

Figure 325

Figure 326

Figure 327

User Assignable

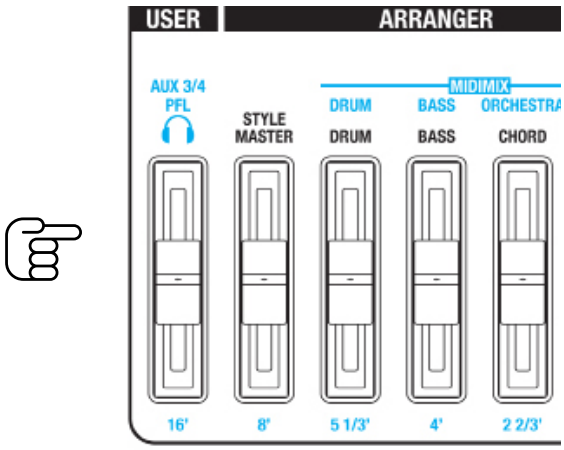
By pressing the USER ASSIGNABLE button, located to left of the display, you can access the screen where to assign custom functions to the USER buttons (Figure 328).

By using the F1-F5 buttons you can assign up to five USER_TABS_PRES, that is five different functions for the five User buttons below the display. Press one of the F1-F5 buttons and the EDIT button to access the screen like Figure 329. Here you can assign to each USER button one of the following functions:

FILL 1	ONLY KICK
FILL 2	DRUM&BASS
FILL 3	KICK OFF
FILL 4	SNARE OFF
BREAK 1	HIHAT OFF
BREAK 2	CYMBAL OFF
BREAK 3	TOM/FX OFF
BREAK 4	RIMSHOT OFF
FILL TO ARR.	LATIN 1 OFF
REINTRO	LATIN 2 OFF
AUTO FILL	LATIN 3 OFF
AFTER FILL	CLAP FX OFF
SWING BASS	WHA-WHA
BASS TO ROOT	REVERB
BASS SUSTAIN	CHORUS
LOWER MUTE	ECHO/DELAY
LOWER OFF STOP	DIST/OVERDRIVE
LOWER 1 HOLD	TEXT PAGE -
LOWER 2 HOLD	TEXT PAGE +
PIANIST SUSTAIN	ARABIC 1... 10
MANUAL DRUM	RIGHT BOOST
CRASH	

Figure 328

Figure 329



Use the F10 button to save the USER_TABS_PRES in the current position. With BACK and FORWARD keys is possible to assign other 5 USER_TABS_PRES.

By using the buttons F6-F10 you can assign to the USER slider the following functions:

F6 - PFL: sets the PRE FADER LISTEN volume control.

F7 - WAVE FILTER: sets the cutoff frequency on the WAVE Player.

F8 - CHORD 1 WHA-WHA: sets the USER slider to adjust the cutoff frequency of the chord 1, in order to produce a Wha-Wha effect. By pressing repeatedly the button you can set the same function to CHORD 1, CHORD 2, CHORD 3, CHORD 4, CHORD 5, BASS, ALL CHORDS, ALL STYLE and RIGHT.

F9 - PORTAMENTO TIME: sets the USER slider to adjust the portamento time.

F10 - CHORD 2 CUTOFF: sets the USER slider to adjust the cutoff frequency of the chord 2. By pressing repeatedly the button you can set the same function to CHORD 1, CHORD 2, CHORD 3, CHORD 4, CHORD 5, BASS, ALL CHORDS, ALL STYLE and RIGHT.

User Styles

Audya features two style families: FACTORY STYLES and USER STYLES .

The FACTORY STYLES are the built-in styles of Audya and can be accessed by using the keypad in the STYLE section and the ordinary selection of the style by using the F1-F10 buttons, as already described in the “Styles” chapter on page 17. The styles of this family cannot be modified, meaning that you cannot overwrite them. You can load these FACTORY STYLES into memory and play them. However, you can edit the style currently loaded in memory by using the edit pages described in STYLE VIEW (see on page 53). Then, you can store the edited style as USER STYLE.

Figure 330

Figure 331

■ Storing a FACTORY STYLE as a USER STYLE

1. Select a FACTORY STYLE.
2. Once you have modified the style in the Style Modeling environment (see STYLE VIEW on page 53), press the SAVE button.
3. You will be prompted to input a name for the USER STYLE. Digit a name on the dialogue box by inputting characters directly from the keyboard and press SAVE again (Figure 330).
4. After saving, the style will be available in the USER STYLES area (Figure 331).
5. Load the modified style, from the USER STYLES area, by pressing the USER STYLES button.

To reload the style that you have modified and stored, you must search it and load it from the USER STYLES area.

MSP

Audya offers a complete Multi Sample Player editor. To access the MSP function, press the WAVE button, choose a file from the list in the WAVE folder and press the EDIT button.

■ Creating an MSP

1. Select a WAV format file from the WAVE folder and press ENTER to load the file into memory (Figure 332). By using the F1-F10 buttons you can access the following functions:
   F1 - START: sets the start of the note range on the keyboard. Press a button on the keyboard for the automatic assignment (Figure 333) or use the DATA/VALUE wheel or the CURSOR ◄ ►.
   F2 - END: sets the end of the note range (Figure 334) as described above.
   F3 - KEY: sets the basic pitch. Press a button on the keyboard for the automatic assignment .
   F4 - PITCH: it can be TRACKING, that is tuned for each button of the keyboard, or FIXED, that is with fixed pitch for any keys of the keyboard.
   F5 - FINE: fine tuning of the sound up to +99 cents of a semitone.
   F6 - VOL: sets the output volume.
   F7 - CUTOFF: sets the cutoff frequency (low-cut filter).
   F8 - EP (END POINT): sets where the sound ends.
   F9 - LP (LOOP POINT): sets where the sound loops.
2. By using the USER 1 button (PAGE >>) you can jump to a further screen to edit the parameters of the sample (Figure 335). By using the F1-F10 buttons you can access the following functions:
   F1 - ATTACK: sets the attack time of the envelope.
   F2 - DECAY: sets the decay time of the envelope.
   F3 - SUSTAIN: sets the sustain level of the envelope.
   F4 - RELEASE: sets the release time of the envelope.
   F6 - SLOPE: sets the slope of the envelope.
   F7 - OFFSET: sets the amount of the envelope accordingly to the dynamics.
   F8 - FILT. SLOPE: sets the filter slope.
   F9 - FILT. OFFSET: sets the amount of offset on the filter accordingly to the dynamics.
3. Load another WAV file, assign it to another button and repeat editing.
4. When you select all the desired WAV files you can see the list of the files loaded into MSP by pressing the MSP VIEW button (USER 2 button). In this screen you can check the files out, remove files (USER 3 button) and play a file by using the SOLO button (USER 4 button). This environment lets you ri-edit the previously created MSP files. By pressing the MSP VIEW button again you exit to the main window.

Figure 332

Figure 333

Figure 334

Figure 335

■ Saving and loading an MSP

1. When you finish editing, save the MSP by using the USER 5 button (SAVE). Digit a name on the dialogue box by inputting characters directly from the keyboard and press SAVE again (Figure 336).
2. Select an MSP from disc to load it into memory. By pressing the ENTER button, a progress bar will appear. When the file is loaded, you can select it by pressing the INS-EFFECT SFX. It will be treated as an INS voice (Program or MIDI insertion, etc.).

Figure 336

NOTE

The MSP files created by Audya will be stores in a single file containing all the information data to work, unlike the previous versions of KETRON files which need to have the WAV files in the same folder. Ot means that, if you want to use a previous version of MSP file, you should put all the linked WAV files in the same folder of the MSP file.

Text scrolling

In addition to the ordinary lyric functions, showing synchronized text contained in the Standard MIDI files (karaoke), Audya allows to synchronize lyric with any audio and MP3 file.

■ Combining a text file with a MIDI file, an MP3 or a WAVE file

1. Make the USB connection to access the hard disk of Audya. After connecting, open the WAVE folder and copy a text file (an ordinary TXT file) containing the lyric of a song. The name of the TXT file must be identical to the title of the song (except the file extension) (Figure 337).
   In the example, the text file is “Chill Out.txt” corresponding to the song “Chill Out.wav”.
2. After disconnecting properly the USB connection, press the WAVE button to access the WAVE folder containing the songs.
3. Select the song matching the same TXT file and start playback by pressing the START button (Figure 338).
4. Press F2 (LYRIC ON) to show the lyric on the display (Figure 339).
5. When necessary, jump to the next page of lyric, by pressing the CURSOR ▼ button to display the next lyric page (Figure 340).

■ Synchronizing the lyric auto-scroll

1. Playback the WAVE file (MIDI or MP3).
2. Press the RECORD button.
3. Scroll the text pages by pressing the CURSOR ▼ button as necessary.
4. While the file is still running, press the SAVE button.
5. You will be prompted to save the TXT file.
6. Confirm.
7. When you restart the song, the displayed lyric will change in sync.

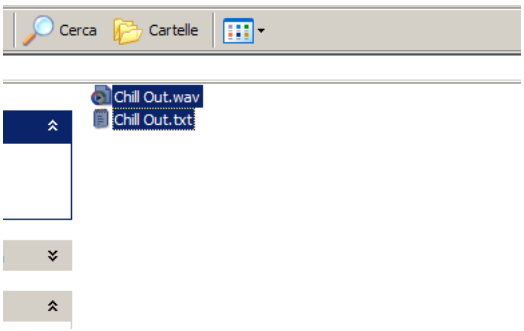


Figure 337

Figure 338

Figure 339

Figure 340

Disk

Audya features a bunch of functions dedicated to the disk management.

■ Disk Menu

1. Press the DISK button to see the content of the internal disk (Figure 341). The disk contains a certain number of folders, that you can access by using the CURSOR ▲ ▼ or the DATA/VALUE wheel. The content is:
   DJ LOOP
   MIDIFILE
   MP3
   PLAYLIST
   SFX
   STYLES
   WAVE
   INSTRUMENTS
   REGISTRATION
   SYSTEM
2. Press the ENTER button to enter the selected folder.
3. Press the EXIT button to exit the selected folder and jump to the parent folder.
4. Press the USER 5 button (DISK MENU) to list all the available functions (Figure 342):
   F1 - COPY: copies one or more files.
   F2 - DELETE: deletes one or more files.
   F3 - MOVE: moves one or more files.
   F4 - RENAME: rename a file.
   F5 - SAVE: open a screen to save PROGRAM, GM VOICE, VOICE LIST, DRAWBAR, DRUMSET
   F6 - NEW FOLDER: creates a new folder.
   F7 - DEL. FOLDER: deletes a folder.

Figure 341

Figure 342

■ Copy, delete and move

1. In order to execute the copy, delete and move functions, first select one or more files by using the ENTER button. A blue dot near to each selected file will appear (Figure 343).
2. Press the F1 button (COPY), F2 (DELETE) or F3 (MOVE) to select the appropriate function.
3. Press the USER 5 button (EXECUTE) to execute the selected function or the USER 4 button (EXIT) to cancel the operation.

Figure 343

■ Create or delete a folder

1. Press the F6 button to create a new folder.
2. Give a name by inputting the characters from the keyboard. In the example, the folder name is “NEW FOLDER”.
3. Press the USER 5 button (EXECUTE).
4. The folder will be created on the current position of the disk (Figure 344).
5. Press the F7 button (DEL. FOLDER) to enable the delete folder function.
6. Press the USER 5 button (EXECUTE) to delete the folder or the EXIT button to cancel the operation.

Figure 344

USB drive

In addition to the internal disk you can also manage external drive such as pendrives, hard disks, CD players, etc. connected to any of the two USB connectors on the front side.

Once you have inserted a USB device into one of the two USB ports, the USB drive will appear on the DISK menu, as in Figure 345.

The same functions in the DISK MENU are available also for the files and folders of the USB drive.

Figure 345

Search

Audya features a useful SEARCH function in order to search files stored in the internal disk or in external USB devices.

■ Searching a file

1. Press the SEARCH button.
2. The last accessed directory of the internal disk will open (Figure 346).
3. Use the CURSOR ▲ ▼ or the DATA/VALUE wheel and the ENTER button to locate a folder and to search inside.
4. Digit the full name file, or a part of it, by inputting letter and numbers directly from the keyboard. In the example (Figure 347) the input name to search is “BATT”.
5. Press the USER 5 button (GLOB. SEARCH) to start searching.
6. After a while, a screen by using the search results will appear. In the example (Figure 348) all the files containing the text “BATT” have been found.
7. The files are immediately available to start playback directly from the search screen.

Figure 346

Figure 347

Figure 348

GM Voices

BANK A (CC0 Value=0)

N°	VOICE
1	Grand_Piano
2	Rock&Roll
3	Upright
4	Honky
5	El_Piano1
6	Dx_Piano
7	Harpsichord
8	Clavinet
9	Celesta
10	Glocken
11	Musicbox
12	Vibraphone
13	Marimba
14	Xylophon
15	Tubular_Bell
16	Santur
17	Leslies
18	Jazz_Organ
19	Rock_Organ
20	Church_Organ
21	Theatre_Organ
22	Musette
23	Harmonica
24	Accordion
25	ClassicFx
26	Country1
27	Jazz_Guitar
28	Clean
29	Muted
30	Distortion
31	Overdrive
32	Harmonics

N°	VOICE
33	Acoustic
34	Finger
35	Picked
36	Fretless
37	Slap
38	Funk
39	Synbass1
40	Synbass2
41	Violin
42	Viola
43	Violoncello
44	Contrabass
45	Tremolos
46	Pizzicato
47	Harp
48	Timpani
49	Strings1
50	Slow_Strings
51	Synstrings1
52	Synstrings2
53	Choir1
54	Choir2
55	Synvoice
56	Hits
57	Mexican
58	Trombone
59	Tuba
60	Muted_Tpt1
61	French_Horn
62	Brass1
63	Synbrass1
64	Synbrass2

N°	VOICE
65	Altosoft
66	Altosax
67	Tenor
68	Bariton
69	Oboe
70	English_Horn
71	Bassoon
72	Clarinet
73	Piccolo
74	Classic_Flute
75	Recorder
76	Pan_Flute
77	Bottle
78	Shakuashi
79	Whistle
80	Ocarina
81	Square
82	Sawtooth
83	Calliope
84	Wha
85	Sinesweep
86	Vox
87	Fifth
88	Fm_Lead1
89	Fantasy
90	Warmpad
91	Score
92	Space
93	Softpad
94	Metal
95	Prelude
96	Sweep

N°	VOICE
97	Ice_Rain
98	Soundtrack
99	Crystal
100	Atmosphere
101	Brightness
102	Goblin
103	Tough_Pad
104	Startheme
105	Sitar
106	Banjo
107	Shamisen
108	Koto
109	Kalimba
110	Bagpipe
111	Fiddle
112	Zurna
113	Tinkle
114	Agogo
115	Steeldrum
116	Wood_Block
117	Taiko
118	Melotom1
119	Syntom
120	Reverse
121	Fret_Noise
122	Breath
123	Seashore
124	Bird
125	Telephone
126	Helicopter
127	Applause
128	Gunshot1

BANK B (CC0 Value=1)

N°	VOICE
1	Jingle
2	Electric
3	Latin_Piano
4	El_Piano1
5	Concert_Grand
6	Bright_Grand
7	Twin_Fm
8	Hard_Dx
9	Musicbox
10	Tubular_Bell
11	Marimba
12	Long_Vibe
13	Kalimba
14	Ep_Phase
15	Orch_Bell
16	Windchimes
17	Rotary
18	Dry_Organ
19	Drawbar

N°	VOICE
20	Positive
21	Master
22	Francaise
23	Jazz-Fisa
24	Tango
25	Country&Slide
26	Ac_Folk1
27	Electric_Funk
28	60Stopped
29	Mute_Velo
30	Pop_Lead
31	12Strings
32	Solid_Body
33	Warm
34	Ballad
35	Funk
36	Bass&Guit2
37	Precision
38	Synbass3

N°	VOICE
39	Synbass4
40	Synbass5
41	Strings2
42	Violas
43	Strings2
44	Octastring
45	Strings1
46	Marcato
47	Strings3
48	Slow_Strings
49	Strings2
50	Synstrings3
51	Dah
52	Choir_Aah1
53	Choir_Aah2
54	Ooh
55	Vocal
56	Tuuh
57	Golden

N°	VOICE
58	Tbone_Section
59	Oberbass1
60	Muted_Tpt2
61	Flugel_Horn
62	Brass2
63	Growbrass1
64	Brass5
65	Altosax
66	Circus
67	Blowed
68	Tenor
69	Mariachi
70	Growbrass2
71	Blare
72	Slide_Tbone
73	Clarinet
74	Pan_Flute
75	Voice_Flute
76	Synth14

GM Voices

77	Analogs
78	Flanger
79	Brightpad
80	Wiring
81	Synth23
82	Ramp
83	Synth22
84	Synth25
85	Fusion
86	Synbass6
87	Synbass7
88	Synbass8
89	2nd_Perc

90	3rd_Perc
91	Click
92	B3_Vibrato
93	Slow_Motion
94	Jazz-Organ
95	Lower_8-4
96	16_1
97	R&Roll
98	Mid_Tone_Guit
99	Strato
100	Melobar
101	Vintage
102	Fingered

103	Stops
104	Whaguitar
105	Hawaian
106	Mandolin
107	Ac_Folk2
108	ClassicFx
109	Pedalsteel
110	Vintage
111	Reed
112	Silent
113	Fx
114	Polisynth
115	Sci_Fi

116	Synth21
117	Wave
118	D_Cycle
119	Synth10
120	Synth4
121	Hit&Crash
122	Clackson
123	Pfif&Jew_Harp
124	Huu
125	Alarm&Laser
126	Door_Bell1
127	Punch3
128	Airhorn

BANK C (CC0 Value=10)

N°	VOICE
1	Bright_Grand
2	Rock&Roll
3	Ac_Grand_L
4	Ac_Grand_R
5	Ep_Legend
6	Twin_Fm
7	Ep_Phase
8	Tine_Soft
9	Brightpad
10	Crash
11	Tubular_Bell
12	Vibes
13	Kalimba
14	Marimba
15	Glockpad
16	El_Piano1
17	Hamm_Slow
18	Hamm_Fast
19	Gospel_Slow
20	Pipe
21	Gospel_Fast
22	Jazz_Fisa
23	Diatonic
24	Alpen
25	Brazilian
26	CountryFx
27	MelobarFx
28	StratoFx
29	Fingered
30	Pop_Fx
31	JGuit&Slide
32	Spanish

N°	VOICE
33	Sinus
34	Bass&Guit1
35	Oberbass1
36	Fusion
37	Funk
38	Oberbass2
39	Pedal
40	Bass&Guit2
41	Violin_Slow
42	Geige
43	Marcato
44	Tzivago
45	Concert
46	Chamber
47	Strings3
48	Symphonic
49	Strings3
50	Digistring
51	Strings2
52	DarkEnsemble
53	Tuuh
54	Humming
55	Choir1
56	Choir2
57	Cornet
58	Bright_Tbone
59	Dixie
60	Tbone_Section
61	Fall_Brass
62	Brass3
63	Trombone
64	Octabrass

N°	VOICE
65	Blowed
66	Altosoft
67	Muted_Tpt2
68	Tenor
69	Brass4
70	Mellow_Tpt
71	Smooth_Tpt
72	Brass_Section
73	Euphonium
74	Piccolo
75	Pop_Flute
76	Pan¬_Flute
77	Voice_Flute
78	Shakuashi
79	Whistle
80	Classic_Flute
81	Pulse1
82	Synbrass3
83	Lead_Square
84	Chick
85	Triangle1
86	Triangle2
87	Synth8
88	Synth1
89	Softpad
90	Saw&Pulse
91	Warmpad
92	Fantasy
93	Magic
94	Glockpad
95	Choir_Pad
96	Digipad

N°	VOICE
97	Atmosphere
98	Obx_Pad
99	Bowed_Pad
100	Digipad
101	Fantasy
102	Halo
103	Ensemble
104	Digistring
105	Tres
106	Hackbrett
107	Tres
108	Cajun
109	Pan_Flute
110	Ac_Folk1
111	Jungle
112	Balama
113	Tinkle
114	Triangle
115	Tambora
116	Claves
117	Ac_Tom
118	Brushtom
119	Snare
120	Crash
121	Scratch1
122	Scratch2
123	Scratch3
124	Scratch4
125	Scratch5
126	Fx_Slap
127	Laser
128	Punch4

GM Voices

BANK D (CC0 Value=11)

N°	VOICE
1	Concert_L
2	Concert_R
3	Latin_Piano
4	Pulse_Clavi
5	El_Piano2
6	Dx_Tine
7	Soft_Dx
8	Stage_Piano
9	Drawbar_Detune
10	Synth11
11	Concert_Bright
12	Harps_Wide
13	Harps_Octave
14	ElPiano_Detune
15	Marktree
16	Vibraphon_Wide
17	Marimba_Wide
18	Puff_Organ
19	Italian_60
20	Church_Octave
21	Pipe_Octave
22	Fisa8
23	Blues_Harp
24	Cassotto
25	Smooth_Folk
26	Ac_Folk2
27	Folk&Slide
28	Melobar
29	Country2
30	Thin_Strato
31	Ac_Nylon1
32	Jazz_Octave

N°	VOICE
33	Feedback_Guit
34	Chuck_5TH
35	Folk
36	Deep
37	Finger_Slap
38	Retro
39	Synbass9
40	Synbass10
41	Synbass11
42	Synbass12
43	Synbass13
44	Bass&Guit3
45	Fingerpick
46	Staccato
47	Swing_Tpt
48	Clean_Detune
49	Country_Slide
50	Latin_Tenor
51	Latin_Bariton
52	Pulse2
53	Fm_Lead2
54	Synth24
55	Synth6
56	Synth7
57	Mariachi
58	Brass_Section
59	Wide_Horns
60	Synth9
61	Flugel_Horn
62	Synth12
63	Tijuana
64	Synth13

N°	VOICE
65	Synth15
66	Synth16
67	Synth17
68	Synth18
69	Synth19
70	Musette2
71	Accordion2
72	Church_Detune
73	Synbrass4
74	Bass&Piano1
75	Bass&Piano2
76	Pan_Flute
77	Jazz_Slide
78	Smooth_Country
79	Muted
80	Yang_Chin
81	Synth2
82	Synth3
83	Door_Bell2
84	Key_Hammer
85	Blow
86	Synth20
87	Synth5
88	Ac_Nylon2
89	Short_Perc
90	Bowed_Pad
91	Brazilian_Slide
92	Fantasy
93	Bubble
94	Burst
95	Choir_Pad
96	Synbass14

N°	VOICE
97	Car_Stop
98	Car_Crash
99	Car_Engine
100	Car_Pass
101	Cow
102	Melotom2
103	Dog
104	Door_Slam
105	Concert_Bd
106	Explosion
107	Fire_Alarm
108	Foot_Splash
109	Foot_Steps
110	Gunshot2
111	Gunshot3
112	Heart
113	Castanets
114	Horse
115	Horse_Gallop
116	Jet
117	Laughing
118	Machine_Gun
119	Punch1
120	Rain
121	Screaming
122	Sirene
123	Starship
124	River
125	Thunder
126	Train
127	Wind
128	Punch2

Drum Set

N°	DRUM SET
1	Standard1
2	Standard2
3	Room_Gm2
4	Power_Gm2
5	Electro_Gm2
6	Jazz_Gm2
7	Analog_Gm2
8	Standard_Gm2
9	Folk
10	Acoustic1
11	JazzDry
12	Vintage
15	Acoustic2
17	Rock
25	House

N°	DRUM SET
26	Techno
28	Progressive
29	Rave
30	HipHop
33	Fusion
41	Brush
42	Brush_Gm2
47	Sfx_Kit
48	Orchestra_Gm2
49	Orchestra
57	Studio
58	LightPop
59	Rap
60	Hip_Box
62	Modern

N°	DRUM SET
65	Custom
66	Latin
73	PopJazz
74	Street
75	Analog
76	Citypop
77	Smooth
78	Acid
79	Kick&Snare
80	JazzBrush
81	Swing
82	Garage
83	U.S.Pop
84	MeloRap
85	Grunge

N°	DRUM SET
86	Contemporary
87	Urban
88	Electro
89	Country
90	R&B

SPECIAL KIT

91	Pop_Super_Kit
92	Funk_Super_Kit
93	Power_Super_Kit

Audio Drum

N°	
7	12_8POP_57
267	16 BEAT1RX_76
8	16 BEAT1_76
138	16 BEAT2RX_93
9	16 BEAT2_93
139	16 BEAT3RX_93
10	16 BEAT3_93
178	16 BEAT4_82
268	16 BEAT5RX_70
179	16 BEAT5_70
269	16 BEAT6RX_72
201	16 BEAT6_72
270	16 BEAT7RX_74
202	16 BEAT7_74
271	16 BEAT8RX_80
206	16 BEAT8_80
11	16 TRIPLET_90
140	16 TRIPLTRX90
199	8 BEAT10_76
200	8 BEAT11_76
213	8 BEAT12_100
290	8 BEAT13_120
2	8 BEAT1FX_90
1	8 BEAT1_90
231	8 BEAT2RX_73
3	8 BEAT2_73
4	8 BEAT3_82
136	8 BEAT4RX_115
5	8 BEAT4_115
137	8 BEAT5RX_73
6	8 BEAT5_73
174	8 BEAT6_92
175	8 BEAT7_65
197	8 BEAT8_76
198	8 BEAT9_78
12	AFRO_125
13	APACHE_124
14	BACHATA_130
221	BAJON_88
15	BEGUINE1_114
232	BEGUINE2RX_114
187	BEGUINE2_114
299	BEGUINE3_114
319	BIGBAND_160
233	BLUEGRASSRX108
16	BLUEGRASS_108
237	BLUES128RX2_51
236	BLUES12_8RX_96
19	BLUES12_8_96
17	BLUES1_72
234	BLUES2RX_153
18	BLUES2_153
218	BLUES3_60
235	BLUES4RX_66
219	BLUES4_66
238	BLUESRIFF_126
20	BOLERO_90

N°	
188	BOOGIE_155
21	BOSSA1_125
22	BOSSA2_150
229	BOSSA3_90
230	BOSSA4_90
272	BOSSA4_LE_90
23	CHACHA_127
314	CHA_ROCK_120
25	CTRY1FX_121
239	CTRY1RX_121
24	CTRY1_121
27	CTRY2FX_126
141	CTRY2RX_126
26	CTRY2_126
28	CTRYBEAT1_122
240	CTRYBEAT2RX120
189	CTRYBEAT2_120
224	CTRYBLD_108
273	CTRYFOXRX_120
29	CTRYFOX_120
30	CTRYPOP1_110
165	CTRYPOP2_99
176	CTRYPOP3_86
274	CTRYROCK1RX_94
31	CTRYROCK1_94
275	CTRYROCK2RX123
184	CTRYROCK2_123
185	CTRYROCK3_170
276	CTRYROCK4RX120
186	CTRYROCK4_120
277	CTRYUP1RX_110
32	CTRYUP1_110
278	CTRYUP2RX_110
190	CTRYUP2_110
33	CTRYWALTZ_85
171	CUIL&PIED_108
172	CUILLERES_108
34	DANCE'80-1_123
35	DANCE'80-2_125
279	DANCE1RX_125
36	DANCE1_125
258	DANCE2_132
259	DANCE3_128
260	DANCE4_130
261	DANCE5_130
142	DISCFUNKRX_115
222	DISCO'70_124
37	DISCO1_122
39	DISCO2FX_112
143	DISCO2RX_112
38	DISCO2_112
40	DISCO3_120
317	DISCO4RX_116
41	DISCOACID_128
280	DISCOBRUSH_120
42	DISCOFUNK_115
43	DIXIE1_210

N°	
44	DIXIE2_226
45	ELECTRO_84
46	ETHNO_129
47	FOX1_115
281	FOX2RX_115
48	FOX2_115
49	FOX3_164
50	FOX4_164
51	FOX5_115
52	FOX6_164
144	FUNKY1RX_97
53	FUNKY1_97
54	FUNKY2_110
145	FUNKY3RX_116
55	FUNKY3_116
146	FUNKY4RX_116
207	FUNKY5_104
208	FUNKY6_116
282	FUNKY7RX_100
209	FUNKY7_100
225	FUNKY8_116
226	FUNKY9_119
147	FUSIONRX_103
56	FUSION_103
57	GARAGE1_96
203	GARAGE2_108
58	GOGO_180
59	GUAJIRA_90
60	HIPHOP_81
61	HOUSE1_126
291	HOUSE2_127
292	HOUSE3_132
293	HOUSE4_128
227	HULLYGUL_122
148	JAZZROCKRX100
62	JAZZROCK_100
63	JIVE1_180
283	JIVE2RX_164
167	JIVE2_164
64	JUNGLE_132
65	JWALTZ1_135
66	JWALTZ2_190
67	LOUNGE_130
68	MAMBO_90
320	MARCH4_4_120
300	MARCH6_8_126
69	MAZURKA_148
70	MERENGUE_140
191	MODERATO1_112
289	MODERATO2_112
192	PARTYFOX_100
193	PARTYPOLKA120
325	PASODOBLE1_120
318	PASODOBLE2_120
173	PIEDS_108
315	PIZZICA1_96
71	POLKA_120

Audio Drum

N°	
77	POP'60FX_140
284	POP'60RX_140
76	POP'60_140
73	POP1FX_77
149	POP1RX_77
72	POP1_77
150	POP2RX_76
74	POP2_76
151	POP3RX_85
75	POP3_85
78	POPBEAT_91
152	POPCITYRX_90
79	POPCITY_90
153	POPCOOLRX_90
80	POPCOOL_90
82	POPFUNK1FX_94
154	POPFUNK1RX_94
81	POPFUNK1_94
84	POPFUNK2FX106
155	POPFUNK2RX106
83	POPFUNK2_106
285	POPFUNK3RX_95
204	POPFUNK3_95
286	POPLIGHTRX_82
85	POPLIGHT_82
210	POPMIX_85
86	POPSTREET_81
87	POPSTREFX_81
156	POPSTUDIORX91
88	POPSTUDIO_91
89	POPTRIPLET_75
157	POPTRIPLTRX75
158	R&BLUES1RX110
90	R&BLUES1_110
91	R&BLUES2_113
159	R&BLUES3RX115
92	R&BLUES3_115
287	R&BLUES4RX_116
93	R&BLUES4_116
94	R&BLUES5_110
96	RAP_85
97	RAVE_125
288	REGGAERX_81
265	REGGAETON1_99
266	REGGAETON2_94
295	REGGAETON3_94
98	REGGAE_81
301	RNB10_88
302	RNB11_81
303	RNB12_63
304	RNB13_81
305	RNB14_80
306	RNB15_114
307	RNB16_106
308	RNB17_100
309	RNB18_96
310	RNB19_110

N°	
95	RNB1_88
311	RNB20_100
312	RNB21_100
313	RNB22_90
205	RNB2_80
211	RNB3_92
262	RNB4_95
263	RNB5_97
264	RNB6_104
296	RNB7_95
297	RNB8_73
298	RNB9_95
102	ROCK&ROLL180
247	ROCK&ROLLRX180
160	ROCK1RX_120
99	ROCK1_120
161	ROCK2RX_125
100	ROCK2_125
162	ROCK3RX_127
101	ROCK3_127
241	ROCK4RX_125
166	ROCK4_125
242	ROCK5RX_122
177	ROCK5_122
243	ROCK6RX_120
214	ROCK6_120
244	ROCK7RX_180
215	ROCK7_180
245	ROCK8RX_125
246	ROCK9RX_180
194	ROCKABILLY105
248	ROCKABILLYRX105
103	SALSA1_90
104	SALSA2_98
105	SALSA3_90
106	SAMBA1_124
107	SAMBA2_115
108	SAMBA3_105
109	SAMBA4_105
249	SAMBA5RX_124
110	SAMBA5_124
220	SAMBA6_116
324	SEVIGLIANA_165
111	SHADOWS_127
112	SHUFFLE1_110
113	SHUFFLE2_119
163	SHUFFLE3RX125
114	SHUFFLE3_125
250	SHUFFLE4RX_126
115	SHUFFLE4_126
116	SHUFFLE5_160
195	SHUFFLE6_128
216	SHUFFLE7_126
168	SLOW1_65
169	SLOW2_80
170	SLOW3_90
118	SL_ROCK1FX_65

N°	
251	SL_ROCK1RX_65
117	SL_ROCK1_65
120	SL_ROCK2FX_51
252	SL_ROCK2RX_51
119	SL_ROCK2_51
253	SL_ROCK3RX_70
121	SL_ROCK3_70
122	SL_ROCK4_165
181	SL_ROCK5_150
212	SL_ROCK6_100
254	SL_ROCK7RX_66
217	SL_ROCK7_66
123	SOUL1_104
124	SOUL2_115
164	SOUL3RX_94
125	SOUL3_94
255	SURFRX_170
196	SURF_170
126	SWING1_115
127	SWING2_120
128	SWING3_150
129	SWING4_160
130	SWING5_200
223	SWING6_110
316	TAMMURR1_124
321	TANGO2_123
131	TANGO_116
132	TECHNO_128
256	TWISTRX_174
228	TWIST_174
133	URBAN1_136
294	URBAN2_105
323	VILLERA_88
134	WALTZ_183
257	WESTERN1RX_115
135	WESTERN1_115
182	WESTERN2_106
183	WESTERN3_106
180	WESTERN4_115
322	WIENER_176

NOTE

The "RX" after the file name of the AUDIO DRUM stands for "remixed" that is the remixed version of the same file with the same name, while "FX" stands for "effects" that is the original version with some effects applied, like compressor, reverb, etc.

Groove Bank (Drum 2)

N°	
1	AFRO_1
2	AFRO_2
3	AFRO_3
4	AFRO_4
5	AFRO_5
6	BACHATA_A
7	BACHATA_B
8	BACHATA_C
9	BACHATA_D
10	BATUCADA_A
11	BATUCADA_B
12	BLUEGRASS
13	BOLERO_A
14	BOLERO_B
15	BOLERO_C
225	BONGO_1_T
16	BONGO_BACHAT1
17	BONGO_BACHAT2
18	BONGO_BOLERO1
19	BONGO_BOLERO2
20	BONGO_CHA
21	BONGO_SALSA
22	BOSSA_A
23	BOSSA_B
24	BOSSA_C
226	BRUSH_1_T
25	BRUSH_FAST
26	BRUSH_MEDIUM
27	BRUSH_SLOW1
28	BRUSH_SLOW2
29	BRUSH_SLOW3
30	BRUSH_SLOW4
184	CABAZA_1
185	CABAZA_2
31	CAJON
32	CHACHA_A
33	CHACHA_B
34	CHACHA_C
35	CHACHA_D
36	CHACHA_E
37	CHACHA_F
38	CLAP_1
39	CLAP_2
227	CONGA_1_T
228	CONGA_2_T
229	CONGA_3_T
230	CONGA_4_T
231	CONGA_5_T
232	CONGA_6_T
233	CONGA_7_T

N°	
40	CONGA_BOLERO1
41	CONGA_BOLERO2
42	CONGA_BOSSA
43	CONGA_CHA1
44	CONGA_CHA2
45	CONGA_MAMBO
46	CONGA_MERENG1
47	CONGA_MERENG2
48	CONGA_RUMBA
49	CONGA_SALSA1
50	CONGA_SALSA2
51	CONGA_SALSA3
52	COWBELL_CHA1
53	COWBELL_CHA2
181	COWBEL_SALSA1
182	COWBEL_SALSA2
56	CUMBIA_A
57	CUMBIA_B
58	CUMBIA_C
59	CUMBIA_D
60	CUMBIA_E
61	DANCE_1
62	DANCE_2
63	DANCE_3
64	DANCE_4
65	DANCE_5
66	DANCE_6
67	DANCE_7
68	DANCE_8
195	DANCE_Kick1A
196	DANCE_Kick1B
197	DANCE_Kick2A
198	DANCE_Kick2B
199	DANCE_Kick3A
200	DANCE_Kick3B
201	DANCE_Kick4A
202	DANCE_Kick4B
203	DANCE_Kick5A
204	DANCE_Kick5B
205	DANCE_Kick6A
206	DANCE_Kick6B
207	DANCE_Kick7A
208	DANCE_Kick7B
209	DANCE_Kick8A
210	DANCE_Kick8B
69	FLAMENCO_A
70	FLAMENCO_B
71	FLAMENCO_C
72	FLAMENCO_D
73	FLAMENCO_E

N°	
74	FLAMENCO_F
75	FLAMENCO_G
76	GIPSY1
77	GIPSY2
78	GUAJIRA_A
79	GUAJIRA_B
186	GUIRA_1
187	GUIRA_2
80	GUIRA_BACHAT1
81	GUIRA_BACHAT2
82	GUIRA_MERENG1
83	GUIRA_MERENG2
84	GUIRO_CHA
85	GUIRO_CUMBIA
86	GUIRO_MERENG
87	GUIRO_SALSA
88	HHAT_SHUFFLE1
89	HHAT_SHUFFLE2
92	HIHAT 16_1
93	HIHAT 16_2
90	HIHAT 8_1
91	HIHAT 8_2
94	HIHAT SWING1
95	HIHAT SWING2
96	HIHAT SWING3
97	HIPHOP1
98	HIPHOP2
99	HOUSE_1
100	HOUSE_2
101	HOUSE_3
102	HOUSE_4
103	HOUSE_5
104	HOUSE_6
105	HOUSE_7
106	HOUSE_8
211	HOUSE_Kick1A
212	HOUSE_Kick1B
213	HOUSE_Kick2A
214	HOUSE_Kick2B
215	HOUSE_Kick3A
216	HOUSE_Kick3B
217	HOUSE_Kick4A
218	HOUSE_Kick4B
219	HOUSE_Kick5A
220	HOUSE_Kick5B
221	HOUSE_Kick6A
222	HOUSE_Kick6B
223	HOUSE_Kick7A
224	HOUSE_Kick7B
107	JAZZROCK_A

Groove Bank (Drum 2)

N°	
108	JAZZROCK_B
109	JIGS
110	LATINDANCE1
111	LATINDANCE2
112	MAMBO_A
113	MAMBO_B
114	MAMBO_C
188	MARACAS_1
234	MARACAS_1_T
189	MARACAS_2
235	MARACAS_2_T
190	MARACAS_3
191	MARACAS_4
192	MARACAS_5
115	MARAC_BOLERO1
116	MARAC_BOLERO2
117	MARAC_BOLERO3
118	MARAC_BOSSA
119	MARAC_CHA
120	MARAC_CUMBIA
121	MARAC_MERENG
122	MARAC_SALSA1
123	MARAC_SALSA2
124	MERENGUE_A
125	MERENGUE_B
126	MERENGUE_C
127	MERENGUE_D
128	MERENGUE_E
54	MERENGUE_F
55	PANDERO1
129	PANDERO2
236	PANDERO_1_T
237	PANDERO_2_T
130	PASODOBLE
131	POPDOWN_A
132	POPDOWN_B
133	POPFUNK_A
134	POPFUNK_B
135	POPJAZZ_A
136	POPJAZZ_B
137	POPJAZZ_C
138	POPJAZZ_D
139	POPJAZZ_E
140	POPJAZZ_F
141	R&BLUES_A
142	R&BLUES_B
143	R&BLUES_C
144	RAP
145	REELS

N°	
238	RIDE_1_T
146	RIDE_FAST1
147	RIDE_FAST2
148	RIDE_MEDIUM
149	RIDE_SHUFFLE
150	RIDE_SLOW
151	ROCK_A
152	ROCK_B
153	SALSA_A
154	SALSA_B
155	SALSA_C
156	SALSA_D
157	SALSA_E
158	SALSA_F
159	SALSA_G
160	SAMBA_A
161	SAMBA_B
162	SAMBA_C
163	SAMBA_D
164	SHAKER_1
239	SHAKER_1_T
165	SHAKER_2
240	SHAKER_2_T
193	SHAKER_3
194	SHAKER_4
166	SHUFFLE_A
167	SHUFFLE_B
168	SHUFFLE_C
169	STREET1
170	STREET2
171	SWING_A
172	SWING_B
173	SWING_C
174	TAMBORA
183	TAMBOURIN16
175	TAMBOURIN16T
177	TAMBOURINE_12
178	TAMBOURINE_24
176	TAMBOURINE_8
179	TRIPLET
180	URBAN

Bass Bank

N°	
10	12_8BALLAD1
11	12_8BALLAD2
12	12_8BALLAD3
13	12_8BALLAD4
14	16BEAT_1
15	16BEAT_2
16	16BEAT_3
17	16BEAT_4
18	16BEAT_5
19	16BEAT_6
20	16BEAT_7
21	16BEAT_8
22	16BEAT_9
1	3_4PDOBLE
2	6_8BALLAD1
3	6_8BALLAD2
4	6_8BLUES
5	6_8WALZ_1
6	6_8WALZ_2
23	70BEAT_1
24	70BEAT_2
25	70POP_1
26	70POP_2
7	8BEAT_1
8	8BEAT_2
9	8BEAT_3
27	BACHATA_1
28	BACHATA_2
29	BACHATA_3
30	BALLAD_1
31	BALLAD_2
32	BALLAD_3
33	BALLAD_4
34	BALLENATO_1
166	BALLENATO_1
35	BALLENATO_2
167	BALLENATO_2
36	BEGUINE_1
37	BEGUINE_2
38	BIGBAND_1
39	BIGBAND_2
40	BLUES_1
41	BLUES_2
42	BLUES_3
43	BOLERO_1
44	BOLERO_2
45	BOOGIE_1
46	BOOGIE_2
47	BOSSA_1
48	BOSSA_2
49	BOSSA_3
50	BOSSA_4
51	BOSSA_5
52	BUGG_1

N°	
53	BUGG_2
54	CALYPSO_1
55	CALYPSO_2
56	CANCAN_1
57	CANCAN_2
58	CANCAN_3
59	CHACHA_1
60	CHACHA_2
61	CHACHA_3
62	CHARLESTON
63	CNTRYDIX
64	DANCE_1
176	DANCE_2
177	DANCE_3
178	DANCE_4
179	DANCE_5
180	DANCE_6
181	DANCE_7
182	DANCE_8
183	DANCE_9
187	DISCO_1
194	DISCO_10
195	DISCO_11
196	DISCO_12
197	DISCO_13
198	DISCO_14
199	DISCO_15
200	DISCO_16
201	DISCO_17
202	DISCO_18
203	DISCO_19
65	DISCO_2
204	DISCO_20
66	DISCO_3
67	DISCO_4
184	DISCO_5
185	DISCO_6
186	DISCO_7
188	DISCO_8
189	DISCO_9
70	ENGLTRIP_1
71	ENGLTRIP_2
72	ENGLTRIP_3
73	FLAMENCO_1
74	FLAMENCO_2
75	FLAMENCO_3
76	FLIPBEAT_1
77	FOLKSINGER_1
78	FOLKSINGER_2
79	FOLKSINGER_3
80	FOLKSINGER_4
81	FUNKY_1
210	FUNKY_10
211	FUNKY_11

N°	
212	FUNKY_12
213	FUNKY_13
214	FUNKY_14
215	FUNKY_15
216	FUNKY_16
82	FUNKY_2
83	FUNKY_3
84	FUNKY_4
85	FUNKY_5
86	FUNKY_6
87	FUNKY_7
88	FUNKY_8
209	FUNKY_9
89	FUSION_1
90	FUSION_2
91	FUSION_3
92	FUSION_4
93	GITANA_1
94	GITANA_2
95	GITANA_3
96	GOSPEL_1
97	GOSPEL_2
98	GOSPEL_3
99	HOUSE_1
206	HOUSE_10
207	HOUSE_11
208	HOUSE_12
100	HOUSE_2
101	HOUSE_3
102	HOUSE_4
103	HOUSE_5
104	HOUSE_6
105	HOUSE_7
106	HOUSE_8
205	HOUSE_9
107	HULLYGULLY_1
108	HULLYGULLY_2
109	LATINROCK
110	LIGHTPOP_1
111	LIGHTPOP_2
112	LIGHTPOP_3
113	MACARENA_1
114	MACARENA_2
115	MARCH
116	MENEITO_1
117	MENEITO_2
118	MERENGUE_1
119	MERENGUE_2
120	MERENGUE_3
121	PDOBLE_1
122	PDOBLE_2
123	POP_1
124	POP_2
125	POP_3

N°	
126	POP_4
127	POP_5
128	POP_6
134	REGGAETON_1
135	REGGAETON_2
129	REGGAE_1
130	REGGAE_2
131	REGGAE_3
132	REGGAE_4
133	REGGAE_5
136	RHUMBA_1
137	RHUMBA_2
138	RNBLUES_1
139	RNBLUES_2
146	ROCKSHUFF
140	ROCK_1
141	ROCK_2
142	ROCK_3
143	ROCK_4
144	ROCK_BALLAD_1
145	ROCK_BALLAD_2
147	SALSA_1
148	SALSA_2
149	SALSA_3
191	SAMBA_1
192	SAMBA_2
193	SAMBA_3
150	SHAKE
151	SLOWROCK
152	SOUL_1
153	SOUL_2
154	SOUL_3
155	SOUL_4
156	SWING_1
68	SWING_2
69	SWING_3
190	SWING_4
157	TANGO_1
158	TANGO_2
159	TANGO_3
160	TANGO_4
161	TANGO_5
162	TANGO_6
163	TANGO_7
164	TWIST_1
165	TWIST_2
168	WALZ_1
169	WALZ_2
170	WALZ_3
171	WALZ_4
172	WALZ_5
173	WALZ_6
174	WALZ_7
175	WALZ_8

Arp & Licks

N°	
39	16GUIT_1
48	16GUIT_10
49	16GUIT_11
50	16GUIT_12
51	16GUIT_13
52	16GUIT_14
53	16GUIT_15
54	16GUIT_16
55	16GUIT_17
56	16GUIT_18
40	16GUIT_2
41	16GUIT_3
42	16GUIT_4
43	16GUIT_5
44	16GUIT_6
45	16GUIT_7
46	16GUIT_8
47	16GUIT_9
57	16PIANO_1
58	16PIANO_2
59	16PIANO_3
60	16PIANO_4
61	16PIANO_5
62	16PIANO_6
63	16PIANO_7
64	16PIANO_8
117	16STRINGS_1
118	16STRINGS_2
119	16STRINGS_3
120	16STRINGS_4
121	16STRINGS_5
122	16STRINGS_6
123	16STRINGS_7
124	16STRINGS_8
125	16STRINGS_9
126	16STRINGS_T_1
127	16STRINGS_T_2
128	16STRINGS_T_3
65	16SYNT_1
74	16SYNT_10
75	16SYNT_11
76	16SYNT_12
77	16SYNT_13
78	16SYNT_14
79	16SYNT_15
80	16SYNT_16
81	16SYNT_17
82	16SYNT_18
83	16SYNT_19

N°	
66	16SYNT_2
84	16SYNT_20
85	16SYNT_21
86	16SYNT_22
87	16SYNT_23
88	16SYNT_24
89	16SYNT_25
90	16SYNT_26
91	16SYNT_27
67	16SYNT_3
68	16SYNT_4
69	16SYNT_5
70	16SYNT_6
71	16SYNT_7
72	16SYNT_8
73	16SYNT_9
92	3_4STRINGS_1
101	3_4STRINGS_10
102	3_4STRINGS_11
103	3_4STRINGS_12
104	3_4STRINGS_13
105	3_4STRINGS_14
106	3_4STRINGS_15
107	3_4STRINGS_16
93	3_4STRINGS_2
94	3_4STRINGS_3
95	3_4STRINGS_4
96	3_4STRINGS_5
97	3_4STRINGS_6
98	3_4STRINGS_7
99	3_4STRINGS_8
100	3_4STRINGS_9
129	8BANJO_1
138	8BANJO_10
139	8BANJO_11
140	8BANJO_12
141	8BANJO_13
142	8BANJO_14
130	8BANJO_2
131	8BANJO_3
132	8BANJO_4
133	8BANJO_5
134	8BANJO_6
135	8BANJO_7
136	8BANJO_8
137	8BANJO_9
1	8GUIT_1
2	8GUIT_2
3	8GUIT_3

N°	
4	8GUIT_4
5	8GUIT_5
6	8GUIT_6
7	8GUIT_7
8	8GUIT_T_1
9	8GUIT_T_2
10	8GUIT_T_3
11	8GUIT_T_4
12	8GUIT_T_5
13	8GUIT_T_6
14	8GUIT_T_7
15	8GUIT_T_8
16	8PIANO_1
17	8PIANO_2
18	8PIANO_3
19	8PIANO_4
20	8PIANO_T_1
21	8PIANO_T_2
22	8PIANO_T_3
23	8PIANO_T_4
24	8PIANO_T_5
25	8PIANO_T_6
26	8PIANO_T_7
108	8STRINGS_1
109	8STRINGS_2
110	8STRINGS_3
111	8STRINGS_4
112	8STRINGS_5
113	8STRINGS_6
114	8STRINGS_7
115	8STRINGS_T_1
116	8STRINGS_T_2
27	8SYNT_1
28	8SYNT_2
29	8SYNT_3
30	8SYNT_T_1
31	8SYNT_T_2
32	8SYNT_T_3
33	8SYNT_T_4
34	8SYNT_T_5
35	8SYNT_T_6
36	8SYNT_T_7
37	8SYNT_T_8
38	8SYNT_T_9

Live Guitar

N°	
7	16B_ELECT_1
8	16B_ELECT_2
9	16B_FOLK_1
10	16B_FOLK_2
6	16_SMOOTH
69	2_STEPS
1	5TH_MUTE
2	5TH_SHUFFLE
135	6-8MARCH_1
136	6-8MARCH_2
68	8B_ELECT
3	8B_FOLK_1
4	8B_FOLK_2
5	8B_FOLK_3
127	8B_FOLK_4
11	BALLAD_1
12	BALLAD_2
59	BALLAD_MIX
88	BALLENATO
83	BEAT_1
90	BEAT_2
114	BEAT_3
13	BEGUINE_1
122	BEGUINE_2
14	BLUES_1
129	BLUES_2
137	BLUES_EL_6_8
15	BOSSA_NOVA
91	BUGG_1
92	BUGG_2
93	BUGG_3
16	CNTRY_ 12-8
17	CNTRY_POP
18	DANCE
19	DISCO
60	DISCO_MIX
20	DISCO_WHA
74	ENGLISH_WALZ
21	FAST_FOLK
22	FINGERPICK
115	FOLK_12_8
70	FOX
89	IRISH_WALZ6_8
75	LONG ELECT_1
76	LONG ELECT_2
66	LONG FOLK_1
67	LONG FOLK_2
71	PARTY_FOX_1
72	PARTY_FOX_2

N°	
73	PARTY_POLKA
23	POLKA_1
24	POLKA_2
101	POLKA_3
138	POLKA_4
139	POLKA_5
25	POP_1
26	POP_2
27	POP_3
106	POP_4
128	POP_5
28	POP_6-8
29	R&BLUES_1
94	R&BLUES_2
116	R&BLUES_3
30	R&ROLL_1
31	R&ROLL_2
32	REGGAE_1
33	REGGAE_2
34	RIDE_WEST
35	ROCK_1
107	ROCK_10
108	ROCK_11
109	ROCK_12
110	ROCK_13
111	ROCK_14
112	ROCK_15
36	ROCK_2
37	ROCK_3
38	ROCK_4
95	ROCK_5
96	ROCK_6
97	ROCK_7
98	ROCK_8
99	ROCK_9
39	RUMBA_1
40	RUMBA_2
130	RUMBA_3
131	RUMBA_4
132	RUMBA_MIX_1
133	RUMBA_MIX_2
41	SAMBA_JAZZ
84	SHORT_ELECT1
85	SHORT_ELECT2
86	SHORT_FOLK1
87	SHORT_FOLK2
46	SHUFFLE_1
47	SHUFFLE_2
48	SHUFFLE_3

N°	
103	SHUFFLE_4
118	SHUFFLE_5
119	SHUFFLE_6
42	SHUF_ROCK_1
43	SHUF_ROCK_2
44	SHUF_ROCK_3
45	SHUF_ROCK_4
77	SLOW_ROCK6_8
49	SLOW_ROCK_1
125	SLOW_ROCK_2
126	SLOW_ROCK_3
134	SLOW_ROCK_4
80	SLOW_WALTZ
50	SMOOTH_FOLK
113	SOKA
51	SOUL_16
52	STOP_FUNK
82	SURF
78	SWING_1
79	SWING_2
117	SWING_3
53	SWING_FOX1
123	SWING_FOX2
124	SWING_FOX3
54	TANGO_1
55	TANGO_2
56	TARANTELLA_1
57	TARANTELLA_2
61	TRIPL_16SMOTH
143	TRIPL_DISCMIX
141	TRIPL_DISCO
142	TRIPL_DISCWH
62	TRIPL_POP1
63	TRIPL_POP2
64	TRIPL_POP3
81	TRIPL_RNB
65	TRIPL_SOUL16
120	UP_CLEAN
104	UP_COUNTRY_1
105	UP_COUNTRY_2
121	UP_MUTED
58	WALTZ_1
100	WALTZ_2
140	WALTZ_3
102	WESTERN

AUDYA FACTORY STYLES

BALLAD

N°	STYLE
1	^8_BEAT_1
2	^8_BEAT_2
3	^8_LIGHT_FOLK
4	^16_BEAT_1
5	^16_BEAT_2
6	^HEAVY_BEAT
7	^CLASSIC_BALLAD
8	^COUNTRY_BEAT_1
9	^COUNTRY_BEAT_2
10	^ELECTRO_BALLAD
11	^ENGLISH_TUNE
12	^EUROPOP
13	^FOLK_12_8
14	^FOLK_BEAT
15	^FOLK_MELODY
16	^GUITAR_BALLAD
17	^ITALBEAT
18	^MEDIUM_16_BT
19	^MODERN_POP
20	^NEW_BALLAD
21	^NEW_TITLE
22	^NICE_BALLAD
23	^POP_BALLAD_1
24	^POP_BALLAD_2
25	^POP_SONG
26	^R&B_BALLAD
27	^SLOW_BALLAD
28	^SOFT_BEAT_1
29	^SOFT_BEAT_2
30	^WONDER_LIFE

DANCE

N°	STYLE
1	^AFRO&BASS_1
2	^AFRO&BASS_2
3	^AFRO&BASS_3
4	^AFRO_HOUSE
5	^DANCE_HALL
6	^DEEP&BASS_1
7	^DEEP&BASS_2
8	^DISCO_70'S
9	^DISCO_DANCE
10	^DISCO_FEVER_70
11	^DISCO_FUNK_70
12	^DISCO_NIGHT
13	^DJ_DISCO
14	^ELECTRO&BASS_1
15	^ELECTRO&BASS_2
16	^ELECTRO_DANCE
17	^EURO_DANCE
18	^FUNK&BASS_1
19	^FUNK&BASS_2
20	^GIPSY_DANCE
21	^HANDS_UP
22	^HOUSE&BASS_1
23	^HOUSE&BASS_2
24	^LATIN&BAS_1
25	^LATIN&BAS_2
26	^LATIN&BAS_3
27	^LATIN_DANCE_1
28	^LATIN_DANCE_2
29	^LIQUID_FUNK
30	^MINIMAL_TECHNO
31	^MODERN_SOKA
32	^REGGAETON_1
33	^REGGAETON_2
34	^ROCK_HOUSE
35	^TECH_HOUSE
36	^TECHNO_DANCE
37	^TECHNO_GARAGE
38	^TRIBE&BASS_1
39	^TRIBE&BASS_2
40	^VILLAGE_FÊTE

COUNTRY

N°	STYLE
1	^APACHE
2	^BLUEGRASS
3	^COUNTRY_BEAT
4	^COUNTRY_FOX
5	^COUNTRY_QUARTET
6	^COUNTRY_ROOTS
7	^COUNTRY_SURF
8	^IRISH_FOX
9	^IRISH_SLOW_FOX
10	^IRISH_WALZ
11	^KRAMER_BALLAD
12	^ON_THE_ROAD
13	^QUICK_STEP
14	^ROCKABILLY
15	^UP_COUNTRY_1
16	^UP_COUNTRY_2
17	^WALKING_FOX
18	^OLD_CNTRY_WALZ
19	^WESTERN_1
20	^WESTERN_2
21	BALLAD_12_8
22	COUNTRY_BALLAD
23	COUNTRY_DIXIE
24	COUNTRY_WALZ

BALLROOM

N°	STYLE
1	^ARGENTINO
2	^BEGUINE_1
3	^BEGUINE_2
4	^ENGLISH_WALZ
5	^FOX_TROT
6	^H-GULLY_1
7	^H-GULLY_2
8	^ITALPOLKA
9	^MAZURCA (R)
10	^MEDIUM_FOX
11	^MODERATO
12	^QUADRIGLIA
13	^SHUFFLE_FOX
14	^SLOW_FOX
15	^SLOW_WALZ
16	^SWING_FOX
17	^TANGO_ITALIANO
18	^TARANTELLA
19	^WALZ_ROMAGNOLO
20	^WIENER
21	SMOOTH_FOX
22	SOFT_POLKA
23	SOFT_WALZ

NOTE

The symbol ^ before the name of the STYLE means that the style has AUDIO DRUM, GROOVES or LIVE GUITAR parts.

AUDYA FACTORY STYLES

LATIN

N°	STYLE
1	^ BACHATA
2	^ BAJON
3	^ BALADA
4	^ BALLENATO
5	^ BOLERO_1
6	^ BOLERO_2
7	^ BOSSA&SALSA
8	^ BOSSA_LOUNGE
9	^ CALIENTE(R)
10	^ CHA_CHA_1
11	^ CHA_CHA_2 (R)
12	^ CUBAN_CHACHA(R)
13	^ CUMBIA (R)
14	^ CUMBION
15	^ DISCO_SAMBA
16	^ DOMINICANA(R)
17	^ FAST_BOSSA
18	^ GUAJIRA (R)
19	^ ITALBACHATA
20	^ JLG_BACHATA
21	^ LATIN_BALLAD
22	^ LATIN_JAZZ
23	^ LIVE_BOSSA
24	^ MAMBO
25	^ MAMBO_HIT
26	^ MAMBO_SALSA(R)
27	^ MEDIUM_BOSSA
28	^ MERENGUE_1(R)
29	^ MERENGUE_2(R)
30	^ PUERTORICANA(R)
31	^ REGGAE_BAND
32	^ RUMBA_BEGUINE
33	^ RUMBA_FLAMENCA
34	^ SALSA_CUBANA(R)
35	^ SAMBA_JAZZ
36	^ SAMBA_LIGHT
37	^ SAMBA_MOOD
38	^ SOKA(R)
39	^ SON_ANTIGUO
40	^ TECHNO_MERENGUE
41	^ TROPICAL
42	^ VILLERA

FOLK

N°	STYLE
1	^ JIGS
2	^ MARCH_4_4
3	^ MILONGA
4	^ PAQUITO
5	^ PARISIENNE
6	^ PASO_DOBLE
7	^ PIZZICA
8	^ QUEBEC_FOLKLORE
9	^ REELS
10	^ RUMBA_NAPOLETANA
11	^ SALTARELLO
12	^ SEVILLANA
13	^ TAMMURIATA
14	ALPEN_POLKA
15	ALPEN_WALZ
16	BAROQUE
17	CAN_CAN
18	ESPANA_HIT
19	MEXICAN
20	OBERKRAIN
21	PASO_DOBLE_3_4
22	SIRTAKY

R&ROLL

N°	STYLE
1	^ JIVE
2	^ R&ROLL
3	^ RETRO_ROCK&ROLL
4	^ PARTY_ROCK&ROLL
5	^ STAGE_ROCK&ROLL
6	^ ROCKING
7	^ SHADOW
8	^ SHUFFLE
9	^ SLOW_BLUES
10	^ SLOW_12_8
11	^ SLOW_ROCK_1
12	^ SLOW_ROCK_2
13	^ TERZINATO
14	^ RETRO_SLOW_R
15	^ VINTAGE_SLOW_R
16	^ HIP_SLOW_ROCK
17	^ SURF
18	POP_60
19	BOOGIE
20	OLD_JIVE
21	POP_ROCK
22	R&ROLL_1
23	R&ROLL_2
24	SLOW_ROCK
25	TWIST

PARTY

N°	STYLE
1	^ ORGEL_SAMBA
2	^ PARTY_FOX
3	^ PARTY_POLKA_1
4	^ PARTY_POLKA_2
5	^ PARTY_SAMBA
6	^ SCAND_SCHLAGER
7	^ SCHLAGER
8	^ SHUFFLE_BEAT
9	FOX_70
10	ALOHA
11	BOARISCHER
12	COUNTRY_BALLAD
13	DISCO_DREAM
14	DISCO_FOX_1
15	DISCO_FOX_2
16	DOLOMITEN_BEAT
17	DOLOMITEN_POWER
18	FLIP_FOX
19	HAPPY_POLKA
20	JIVECONIE
21	OBER_POLKA
22	OBER_WALZ
23	ORGEL_PARTY
24	SCAN_BUG
25	SCHLAGER_WALZER
26	SCHLAGERGRIECH
27	SLOW_ROCK_6_8
28	SPATZEN_BEAT
29	SUMMER_REGGAE
30	TANZ_PALAST

AUDYA FACTORY STYLES

POP

N°	STYLE
1	^16_POP_ROCK
2	^98_POP
3	^ACOUSTIC_GROOVE
4	^ACOUSTIC_POP
5	^BRIT_POP
6	^HIP_HOP
7	^DOWNBEAT
8	^EASY_FUSION
9	^ELECTRIC_POP
10	^EMOTIONAL_R&B
11	^FUNKY_1
12	^FUNKY_2
13	^FUSION_FUNK
14	^SUBWAY
15	^LATIN_R&B
16	^LATIN_FLAVOUR
17	^LIGHT_POP
18	^LOUNGE
19	^RUMBA_RAP
20	^OLD_SCHOOL
21	^R&B_BALLAD_1
22	^R&B_BALLAD_2
23	^CHILL_OUT
24	^ORIENTAL_R&B
25	^BROKEN_BIT
26	^R&B_REMIX
27	^RAP&REGGAE
28	^SHUFFLE_POP
29	^SMOOTH_FUNK
30	^SOULFUL
31	^SOUL_FUNK
32	^TREND_POP
33	^TRIPLET_POP

SWING

N°	STYLE
1	^BIG_BAND_1
2	^BIG_BAND_2
3	^BIG_BAND_SLOW
4	^CHRISTMAS_FOX
5	^FAST_BEBOP
6	^GOGO(R)
7	^JAZZ_COCKTAIL
8	^JAZZ_QUARTET
9	^JAZZ_WALZ
10	^ORCHESTRAL_SLOW
11	^SWING_1
12	^SWING_2
13	CHARLESTON
14	DIXIELAND(R)
15	JAZZ_5_4
16	JAZZMAN
17	MANOUCHE
18	SHUFFLE_FOX
19	SLOW_FOX
20	SWING_3

ROCK&SOUL

N°	STYLE
1	^60'S_BLUES
2	^AMERICAN_ROCK_1
3	^AMERICAN_ROCK_2
4	^NIGHT_BLUES
5	^FOLK_ROCK
6	^GARAGE_ROCK
7	^LATIN_ROCK
8	^METAL_ROCK
9	^ON_THE_ROCK
10	^POP_ROCK
11	^POWER_ROCK
12	^R&BLUES_1
13	^R&BLUES_2
14	^R&BLUES_3
15	^R&BLUES_4
16	^ROCK_SHUFFLE
17	^SHUFFLE_BLUES
18	^SOFT_BLUES
19	^STAGE_ROCK
20	^STREET_ROCK
21	^STUDIO_ROCK

UNPLUGGED

N°	STYLE
1	^16_BALLAD
2	^ANDALUZ
3	^BEGUINE
4	^BLUEGRAS
5	^BOSSA_NOVA
6	^COUNTRY_ROCK
7	^COUNTRY_BEAT
8	^COUNTRY_POP
9	^FAST_SAMBA
10	^GIPSY
11	^MAMBO_SHUFFLE
12	^MEDITERRANEAN
13	^BALLAD
14	^SLOW_ROCK
15	^SMOOTH_FOLK
16	^SOUL_FOLK
17	^SURFIN
18	^IT_TARANTELLA
19	^WESTERN_BALLAD
20	^FADO

Drum Set

Standard 1 Program Change 1	
14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks 01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick01	83 Shaker02
36 Kick02	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare009	86 Tambourine02
39 Clap01	87 Rimshot02
40 Snare010	88 Snare011
41 Tom01	89 Snare012
42 Stick01	90 Snare013
43 Tom02	91 Middle01
44 Close01	92 Stick02
45 Tom03	93 Close02
46 Open01	94 Open02
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Standard 2 Program Change 2	
14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick03	83 Shaker02
36 Kick04	84 Sticks02
37 Rimshot03	85 Castagnet
38 Snare014	86 Tambourine02
39 Clap01	87 Rimshot04
40 Snare012	88 Snare009
41 Tom01	89 Snare010
42 Stick03	90 Snare015
43 Tom02	91 Middle01
44 Close01	92 Stick01
45 Tom03	93 Close02
46 Open02	94 Open01
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride03	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride01	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Room Gm2 Program Change 3	
14 Empty	62 Conga Slap
15 Empty	63 Conga_Hi
16 Empty	64 Conga_Low
17 Empty	65 Timbales_Hi
18 Empty	66 Timbales_Lo
19 Empty	67 Agogo_Hi
20 Empty	68 Agogo_Low
21 Empty	69 Cabasa
22 Empty	70 Maracas01
23 Empty	71 Whistle01
24 Empty	72 Whistle02
25 Empty	73 Guiro01
26 Empty	74 Guiro02
27 Fingsnap 01	75 Claves01
28 Slap	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick01	83 Shaker02
36 Kick02	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare009	86 Kick40
39 Clap01	87 Kick39
40 Snare010	88 Empty
41 Tom07	89 Empty
42 Stick01	90 Empty
43 Tom08	91 Empty
44 Close01	92 Empty
45 Tom09	93 Empty
46 Open01	94 Empty
47 Tom10	95 Empty
48 Tom11	96 Empty
49 Crash02	97 Empty

Drum Set

50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Power Gm2 Program Change 4

14 Empty	62 Conga Slap
15 Empty	63 Conga_Hi
16 Empty	64 Conga_Low
17 Empty	65 Timbales_Hi
18 Empty	66 Timbales_Lo
19 Empty	67 Agogo_Hi
20 Empty	68 Agogo_Low
21 Empty	69 Cabasa
22 Empty	70 Maracas01
23 Empty	71 Whistle01
24 Empty	72 Whistle02
25 Empty	73 Guiro01
26 Empty	74 Guiro02
27 Fingsnap 01	75 Claves01
28 Slap	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick01	83 Shaker02
36 Kick54	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare075	86 Kick40
39 Clap01	87 Kick39
40 Snare010	88 Empty
41 Tom07	89 Empty
42 Stick01	90 Empty
43 Tom08	91 Empty
44 Close01	92 Empty
45 Tom09	93 Empty
46 Open01	94 Empty
47 Tom10	95 Empty
48 Tom11	96 Empty
49 Crash02	97 Empty
50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Electro Gm2 Program Change 5

14 Empty	62 Conga Slap
15 Empty	63 Conga_Hi
16 Empty	64 Conga_Low
17 Empty	65 Timbales_Hi
18 Empty	66 Timbales_Lo
19 Empty	67 Agogo_Hi
20 Empty	68 Agogo_Low
21 Empty	69 Cabasa
22 Empty	70 Maracas01
23 Empty	71 Whistle01
24 Empty	72 Whistle02
25 Empty	73 Guiro01
26 Empty	74 Guiro02
27 Fingsnap 01	75 Claves01
28 Slap	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick01	83 Shaker02
36 Kick48	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare030	86 Kick40
39 Clap01	87 Kick39
40 Snare061	88 Empty
41 Tom20	89 Empty
42 Stick01	90 Empty
43 Tom21	91 Empty
44 Close01	92 Empty
45 Tom22	93 Empty
46 Open01	94 Empty
47 Tom23	95 Empty
48 Tom24	96 Empty
49 Crash02	97 Empty
50 Tom25	98 Empty
51 Reverse	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Jazz Gm2 Program Change 6

14 Empty	62 Conga Slap
15 Empty	63 Conga_Hi
16 Empty	64 Conga_Low
17 Empty	65 Timbales_Hi
18 Empty	66 Timbales_Lo
19 Empty	67 Agogo_Hi
20 Empty	68 Agogo_Low
21 Empty	69 Cabasa
22 Empty	70 Maracas01
23 Empty	71 Whistle01
24 Empty	72 Whistle02
25 Empty	73 Guiro01
26 Empty	74 Guiro02
27 Fingsnap 01	75 Claves01
28 Slap	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick06	83 Shaker02
36 Kick13	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare009	86 Kick40
39 Clap01	87 Kick39
40 Snare010	88 Empty
41 Tom01	89 Empty
42 Stick01	90 Empty
43 Tom02	91 Empty
44 Close01	92 Empty

45 Tom03	93 Empty
46 Open01	94 Empty
47 Tom04	95 Empty
48 Tom05	96 Empty
49 Crash02	97 Empty
50 Tom06	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Analog Gm2 Program Change 7

14 Empty	62 Conga Slap
15 Empty	63 Conga_Hi
16 Empty	64 Conga_Low
17 Empty	65 Timbales_Hi
18 Empty	66 Timbales_Lo
19 Empty	67 Agogo_Hi
20 Empty	68 Agogo_Low
21 Empty	69 Cabasa
22 Empty	70 Maracas02
23 Empty	71 Whistle01
24 Empty	72 Whistle02
25 Empty	73 Guiro01
26 Empty	74 Guiro02
27 Fingsnap 01	75 Claves02
28 Slap	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick01	83 Shaker02
36 Kick24	84 Sticks02
37 Rimshot20	85 Castagnet
38 Snare087	86 Kick40
39 Clap01	87 Kick39
40 Snare010	88 Empty
41 Tom26	89 Empty
42 Stick16	90 Empty
43 Tom27	91 Empty
44 Stick11	92 Empty
45 Tom28	93 Empty
46 Open06	94 Empty
47 Tom29	95 Empty
48 Tom30	96 Empty
49 Ride05	97 Empty
50 Tom31	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Standard Gm2 Program Change 8

14 Empty	62 Conga Slap
15 Empty	63 Conga_Hi
16 Empty	64 Conga_Low
17 Empty	65 Timbales_Hi
18 Empty	66 Timbales_Lo
19 Empty	67 Agogo_Hi
20 Empty	68 Agogo_Low
21 Empty	69 Cabasa
22 Empty	70 Maracas01
23 Empty	71 Whistle01
24 Empty	72 Whistle02
25 Empty	73 Guiro01
26 Empty	74 Guiro02
27 Fingsnap 01	75 Claves01
28 Slap	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick01	83 Shaker02
36 Kick02	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare009	86 Kick40
39 Clap01	87 Kick39
40 Snare010	88 Empty
41 Tom01	89 Empty
42 Stick01	90 Empty
43 Tom02	91 Empty
44 Close01	92 Empty
45 Tom03	93 Empty
46 Open01	94 Empty
47 Tom04	95 Empty
48 Tom05	96 Empty
49 Crash02	97 Empty
50 Tom06	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Folk Program Change 9

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick04	83 Shaker02
36 Kick02	84 Sticks02
37 Rimshot05	85 Castagnet
38 Snare012	86 Tambourine02
39 Clap01	87 Rimshot03
40 Snare013	88 Snare011

41 Tom01	89 Snare009
42 Stick02	90 Snare010
43 Tom02	91 Middle02
44 Close01	92 Stick03
45 Tom03	93 Close02
46 Open01	94 Open02
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride03	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride01	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Acoustic 1 Program Change 10

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick06	83 Shaker02
36 Kick07	84 Sticks02
37 Rimshot06	85 Castagnet
38 Snare016	86 Tambourine02
39 Clap01	87 Rimshot04
40 Snare017	88 Snare013
41 Tom01	89 Snare018
42 Stick03	90 Snare015
43 Tom02	91 Middle03
44 Close01	92 Stick02
45 Tom03	93 Close02
46 Open02	94 Open03
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Pandero01
51 Ride01	99 Pandero02
52 Crash03	100 Pandero03
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Jazz Dry Program Change 11

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick01	83 Shaker02
36 Kick06	84 Sticks02
37 Rimshot08	85 Castagnet
38 Snare020	86 Tambourine02
39 Clap01	87 Rimshot05
40 Snare019	88 Snare009
41 Tom07	89 Snare012
42 Stick01	90 Snare013
43 Tom08	91 Middle01
44 Close01	92 Stick04
45 Tom09	93 Close02
46 Open01	94 Open02
47 Tom10	95 Reverse
48 Tom11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Vintage Program Change 12

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02

34 Metronome 02	82 Shaker01
35 Kick10	83 Shaker02
36 Kick11	84 Sticks02
37 Rimshot09	85 Castagnet
38 Snare021	86 Tambourine02
39 Clap01	87 Rimshot03
40 Snare016	88 Snare022
41 Tom01	89 Snare010
42 Stick03	90 Snare015
43 Tom02	91 Middle02
44 Close01	92 Stick01
45 Tom03	93 Close02
46 Open02	94 Open01
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Pandero01
51 Ride01	99 Pandero02
52 Crash03	100 Pandero03
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Acoustic 2 Program Change 15

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick08	83 Shaker02
36 Kick09	84 Sticks02
37 Rimshot07	85 Castagnet
38 Snare019	86 Tambourine02
39 Clap01	87 Rimshot02
40 Snare020	88 Snare011
41 Tom01	89 Snare012
42 Stick04	90 Snare013
43 Tom02	91 Middle01
44 Close02	92 Stick04
45 Tom03	93 Close02
46 Open04	94 Open04
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Rock Program Change 17

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick05	83 Shaker02
36 Kick54	84 Sticks02
37 Rimshot21	85 Clap02
38 Snare086	86 Tambourine02
39 Clap01	87 Rimshot11
40 Snare084	88 Snare009
41 Tom38	89 Snare016
42 Stick19	90 Snare028
43 Tom37	91 Middle03
44 Stick20	92 Middle04
45 Tom36	93 Close02
46 Open03	94 Open01
47 Tom35	95 Reverse
48 Tom33	96 Applause
49 Crash02	97 Belltree
50 Tom32	98 Empty
51 Ride03	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride01	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

House Program Change 25

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01

Drum Set

31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick14	83 Shaker02
36 Kick15	84 Sticks02
37 Rimshot07	85 Clap04
38 Snare029	86 Tambourine02
39 Clap03	87 Rimshot12
40 Snare077	88 Snare031
41 Tom20	89 Snare032
42 Close04	90 Kick16
43 Tom21	91 Kick15
44 Close03	92 Kick17
45 Tom22	93 Stick08
46 Close06	94 Middle06
47 Tom23	95 Reverse
48 Tom24	96 Applause
49 Crash02	97 Belltree
50 Tom25	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Techno Program Change 26

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch05	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick15	83 Shaker02
36 Kick17	84 Sticks02
37 Rimshot13	85 Clap04
38 Snare034	86 Tambourine02
39 Clap03	87 Rimshot12
40 Snare033	88 Snare035
41 Tom26	89 Snare077
42 Close04	90 Snare028
43 Tom27	91 Kick28
44 Stick09	92 Kick29
45 Tom28	93 Stick08
46 Middle05	94 Middle06
47 Tom29	95 Middle08
48 Tom30	96 Applause
49 Crash02	97 Belltree
50 Tom31	98 Clap07
51 Ride01	99 Clap08
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Progressive Program Change 28

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch03	77 W_Block_Lo
30 Scratch04	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick44	83 Shaker02
36 Kick45	84 Sticks02
37 Rimshot16	85 Clap01
38 Snare059	86 Tambourine02
39 Clap02	87 Rimshot01
40 Snare061	88 Snare036
41 Tom20	89 Snare031
42 Stick07	90 Snare070
43 Tom21	91 Kick22
44 Stick18	92 Kick15
45 Tom22	93 Middle05
46 Middle06	94 Middle01
47 Tom23	95 Reverse
48 Tom24	96 Applause
49 Crash02	97 Belltree
50 Tom25	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Rave Program Change 29

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch01	77 W_Block_Lo
30 Scratch02	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick22	83 Shaker02
36 Kick51	84 Sticks02
37 Rimshot20	85 Clap03
38 Snare054	86 Tambourine02
39 Clap04	87 Rimshot20
40 Snare031	88 Snare032
41 Tom26	89 Snare033
42 Close04	90 Snare050

43 Tom27	91 Kick47
44 Close05	92 Kick23
45 Tom28	93 Middle07
46 Middle08	94 Open07
47 Tom29	95 Reverse
48 Tom30	96 Applause
49 Crash02	97 Belltree
50 Tom31	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 El.Percussion	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Hip Hop Program Change 30

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick49	83 Shaker02
36 Kick46	84 Sticks02
37 Rimshot12	85 Clap02
38 Snare031	86 Tambourine02
39 Clap11	87 Rimshot20
40 Snare077	88 Snare046
41 Tom26	89 Snare051
42 Middle07	90 Snare061
43 Tom27	91 Kick19
44 Close01	92 Kick21
45 Tom28	93 Stick12
46 Open05	94 Stick18
47 Tom29	95 Reverse
48 T om30	96 Applause
49 Crash02	97 Belltree
50 Tom31	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Fusion Program Change 33

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick30	83 Shaker02
36 Kick06	84 Sticks02
37 Rimshot19	85 Castagnet
38 Snare081	86 Tambourine02
39 Clap01	87 Rimshot04
40 Snare011	88 Snare022
41 Tom01	89 Snare009
42 Stick03	90 Snare010
43 Tom02	91 Middle02
44 Close01	92 Stick02
45 Tom03	93 Close02
46 Open02	94 Open01
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Brush Program Change 41

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick03	83 Shaker02
36 Kick13	84 Sticks02
37 Rimshot06	85 Castagnet
38 Snare023	86 Tambourine02
39 Snare024	87 Rimshot05
40 Snare025	88 Snare026
41 Tom13	89 Snare027
42 Stick02	90 Snare043
43 Tom14	91 Middle02
44 Close01	92 Stick03
45 Tom15	93 Close02
46 Open01	94 Open02
47 Tom16	95 Reverse
48 Tom17	96 Applause
49 Crash02	97 Belltree
50 Tom18	98 Empty
51 Ride03	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty

56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride04	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Brush Gm2 Program Change 42

14 Empty	62 Conga Slap
15 Empty	63 Conga_Hi
16 Empty	64 Conga_Low
17 Empty	65 Timbales_Hi
18 Empty	66 Timbales_Lo
19 Empty	67 Agogo_Hi
20 Empty	68 Agogo_Low
21 Empty	69 Cabasa
22 Empty	70 Maracas01
23 Empty	71 Whistle01
24 Empty	72 Whistle02
25 Empty	73 Guiro01
26 Empty	74 Guiro02
27 Fingsnap 01	75 Claves01
28 Slap	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick03	83 Shaker02
36 Kick13	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare023	86 Kick40
39 Snare024	87 Kick39
40 Snare025	88 Empty
41 Tom01	89 Empty
42 Stick01	90 Empty
43 Tom02	91 Empty
44 Close01	92 Empty
45 Tom03	93 Empty
46 Open01	94 Empty
47 Tom04	95 Empty
48 Tom05	96 Empty
49 Crash02	97 Empty
50 Tom06	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Sfx Kit Program Change 47

14 Empty	62 Belltree
15 Empty	63 Engine
16 Empty	64 Car_Stop
17 Empty	65 Car_Pass
18 Empty	66 Car_Crash
19 Empty	67 Sirene
20 Empty	68 Train
21 Empty	69 Jet
22 Empty	70 Helicopter
23 Empty	71 Starship
24 Empty	72 Gunshot
25 Empty	73 Machine_Gun
26 Empty	74 Laser
27 Empty	75 Explosion
28 Empty	76 Dog
29 Empty	77 Horse_Gallop
30 Empty	78 Bird
31 Empty	79 Rain
32 Empty	80 Thunder
33 Empty	81 Wind
34 Empty	82 Seashore
35 Empty	83 River
36 Empty	84 Bubble
37 Empty	85 Empty
38 Empty	86 Empty
39 Slap	87 Empty
40 Snare008	88 Empty
41 Scratch Up	89 Empty
42 Scratch Down	90 Empty
43 Sticks01	91 Empty
44 Click	92 Empty
45 Metronome 01	93 Empty
46 Metronome 02	94 Empty
47 Fret Noise	95 Empty
48 Empty	96 Empty
49 Empty	97 Empty
50 Empty	98 Empty
51 Pfif&Jew	99 Empty
52 Laughing	100 Empty
53 Screaming	101 Empty
54 Punch	102 Empty
55 Heart	103 Empty
56 Foot_Splash	104 Empty
57 Steps	105 Empty
58 Applause	106 Empty
59 Door_Slam	107 Empty
60 Door_Bell	108 Empty
61 Scratch_Fx	109 Empty

Orchestra Gm2 Program Change 48

14 Empty	62 Conga Slap
15 Empty	63 Conga_Hi
16 Empty	64 Conga_Low
17 Empty	65 Timbales_Hi
18 Empty	66 Timbales_Lo
19 Empty	67 Agogo_Hi
20 Empty	68 Agogo_Low
21 Empty	69 Cabasa
22 Empty	70 Maracas01
23 Empty	71 Whistle01
24 Empty	72 Whistle02
25 Empty	73 Guiro01
26 Empty	74 Guiro02
27 Stick02	75 Claves01
28 Close01	76 W_Block_Hi
29 Open01	77 W_Block_Lo
30 Ride01	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick41	83 Shaker02
36 Kick37	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare063	86 Kick40
39 Castagnet	87 Kick39
40 Snare014	88 Applause
41 Timpani01	89 Empty
42 Timpani02	90 Empty
43 Timpani03	91 Empty
44 Timpani04	92 Empty
45 Timpani05	93 Empty
46 Timpani06	94 Empty
47 Timpani07	95 Empty
48 Timpani08	96 Empty
49 Timpani09	97 Empty
50 Timpani10	98 Empty
51 Timpani11	99 Empty
52 Timpani12	100 Empty
53 Timpani13	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash09	105 Empty
58 Vibraslap	106 Empty
59 Crash07	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Orchestra Program Change 49

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi

18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Stick02	75 Claves01
28 Close01	76 W_Block_Hi
29 Open01	77 W_Block_Lo
30 Ride01	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick41	83 Shaker02
36 Kick37	84 Sticks02
37 Rimshot18	85 Castagnet
38 Snare063	86 Tambourine02
39 Clap01	87 Rimshot01
40 Snare014	88 Snare013
41 Timpani01	89 Snare011
42 Timpani02	90 Snare009
43 Timpani03	91 Middle01
44 Timpani04	92 Stick03
45 Timpani05	93 Close02
46 Timpani06	94 Open01
47 Timpani07	95 Reverse
48 Timpani08	96 Applause
49 Timpani09	97 Belltree
50 Timpani10	98 Empty
51 Timpani11	99 Empty
52 Timpani12	100 Empty
53 Timpani13	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Crash07	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Studio Program Change 57

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick03	83 Shaker02
36 Kick04	84 Sticks02
37 Rimshot01	85 Castagnet
38 Snare083	86 Tambourine02
39 Clap01	87 Rimshot04
40 Snare082	88 Snare009
41 Tom01	89 Snare010
42 Stick03	90 Snare012
43 Tom02	91 Middle01
44 Close01	92 Stick01
45 Tom03	93 Close02
46 Open02	94 Open01
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride03	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride01	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Lightpop Program Change 58

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick36	83 Shaker02
36 Kick02	84 Sticks02
37 Rimshot12	85 Clap01
38 Snare078	86 Tambourine02
39 Clap03	87 Rimshot02
40 Snare080	88 Snare011
41 Tom07	89 Snare012
42 Stick10	90 Snare013
43 Tom08	91 Stick03
44 Stick08	92 Middle02
45 Tom09	93 Open02
46 Open05	94 Close02
47 Tom10	95 Reverse
48 Tom11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Rap Program Change 59

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02

32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick33	83 Shaker02
36 Kick23	84 Sticks02
37 Rimshot14	85 Clap03
38 Snare077	86 Tambourine02
39 Clap12	87 Rimshot20
40 Snare074	88 Snare045
41 Tom26	89 Snare071
42 Stick08	90 Snare057
43 Tom27	91 Middle08
44 Stick16	92 Stick07
45 Tom28	93 Stick18
46 Middle05	94 Middle06
47 Tom29	95 Reverse
48 Tom30	96 Applause
49 Crash02	97 Belltree
50 Tom31	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Hip Box Program Change 60	
14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick27	83 Shaker02
36 Kick15	84 Sticks02
37 Rimshot11	85 Clap02
38 Snare076	86 Tambourine02
39 Clap11	87 Rimshot20
40 Snare077	88 Snare087
41 Tom07	89 Snare051
42 Stick06	90 Snare061
43 Tom08	91 Kick19
44 Stick18	92 Kick02
45 Tom09	93 Stick10
46 Middle01	94 Stick18
47 Tom10	95 Reverse
48 Tom11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Modern Program Change 62	
14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash10	72 Whistle02
25 Snare098	73 Guiro01
26 Fingsnap02	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick57	83 Shaker02
36 Kick55	84 Sticks02
37 Rimshot22	85 Castagnet
38 Snare100	86 Tambourine02
39 Clap13	87 Rimshot02
40 Snare090	88 Snare066
41 Tom42	89 Snare067
42 Stick21	90 Snare088
43 Tom41	91 Middle01
44 Close07	92 Stick02
45 Tom40	93 Close02
46 Open08	94 Open02
47 Tom40	95 Reverse
48 Tom39	96 Applause
49 Crash10	97 Belltree
50 Tom39	98 Empty
51 Ride08	99 Empty
52 Crash11	100 Empty
53 Ridebell03	101 Empty
54 Tambourine01	102 Empty
55 Crash12	103 Empty
56 Cowbell01	104 Empty
57 Crash12	105 Empty
58 Vibraslap	106 Empty
59 Ride09	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Custom Program Change 65	
14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves02
28 Snare008	76 Wood_Hi
29 Scratch Up	77 Wood
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker03
35 Kick03	83 Shaker04
36 Kick02	84 Sticks02
37 Rimshot02	85 Clap01
38 Snare081	86 Tambourine02
39 Clap02	87 Rimshot11

40 Snare017	88 Snare010
41 Tom01	89 Snare013
42 Stick01	90 Snare028
43 Tom02	91 Stick05
44 Close01	92 Stick02
45 Tom03	93 Close02
46 Open01	94 Open03
47 Tom04	95 Cowbell02
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Latin Program Change 66

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas03
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Maracas02	74 Guiro02
27 Tom34	75 Claves01
28 Pandero01	76 W_Block_Hi
29 Pandero02	77 W_Block_Lo
30 Pandero03	78 Cuica01
31 Kick40	79 Cuica02
32 Kick39	80 Triangle01
33 Tom19	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick32	83 Shaker02
36 Kick04	84 Sticks02
37 Rimshot11	85 Castagnet
38 Snare009	86 Tambourine02
39 Clap01	87 Rimshot03
40 Snare011	88 Snare009
41 Tom07	89 Snare012
42 Stick02	90 Snare028
43 Tom08	91 Guira01
44 Close01	92 Guira02
45 Tom09	93 Tambora01
46 Open01	94 Tambora02
47 Tom10	95 Tambora03
48 Tom11	96 Applause
49 Crash02	97 Cowbell03
50 Tom12	98 Empty
51 Ride03	99 Empty
52 Crash03	100 Clap07
53 Ridebell01	101 Clap08
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride01	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Pop Jazz Program Change 73

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick02	83 Shaker02
36 Kick19	84 Sticks02
37 Rimshot09	85 Castagnet
38 Snare021	86 Tambourine02
39 Clap01	87 Rimshot18
40 Snare028	88 Snare012
41 Tom01	89 Snare016
42 Stick04	90 Snare013
43 Tom02	91 Middle03
44 Close02	92 Stick03
45 Tom03	93 Close01
46 Open04	94 Open02
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride03	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Street Program Change 74

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick24	83 Shaker02
36 Kick25	84 Sticks02
37 Rimshot15	85 Clap04
38 Snare073	86 Tambourine02
39 Clap05	87 Rimshot12
40 Snare036	88 Snare031
41 Tom20	89 Snare030
42 Stick06	90 Kick20

43 Tom21	91 Kick17
44 Close01	92 Kick18
45 Tom22	93 Stick08
46 Middle02	94 Middle06
47 Tom23	95 Reverse
48 Tom24	96 Applause
49 Crash02	97 Belltree
50 Tom25	98 Empty
51 Crash02	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Analog Program Change 75

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick23	83 Shaker02
36 Kick24	84 Sticks02
37 Rimshot01	85 Clap10
38 Snare087	86 Tambourine02
39 Clap10	87 Rimshot01
40 Snare031	88 Snare059
41 Tom26	89 Snare074
42 Stick16	90 Snare034
43 Tom27	91 Kick17
44 Stick11	92 Kick15
45 Tom28	93 Middle05
46 Open06	94 Stick13
47 Tom29	95 Reverse
48 Tom30	96 Applause
49 Crash02	97 Belltree
50 Tom31	98 Empty
51 Ride05	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Citypop Program Change 76

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick02	83 Shaker02
36 Kick35	84 Sticks02
37 Rimshot08	85 Clap03
38 Snare019	86 Tambourine02
39 Clap03	87 Rimshot08
40 Snare062	88 Snare034
41 Tom07	89 Snare077
42 Stick14	90 Kick08
43 Tom08	91 Kick13
44 Close01	92 Kick10
45 Tom09	93 Stick07
46 Middle02	94 Middle06
47 Tom10	95 Reverse
48 Tom11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Smooth Program Change 77

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick35	83 Shaker02
36 Kick32	84 Sticks02
37 Rimshot16	85 Clap02
38 Snare083	86 Tambourine02
39 Clap06	87 Rimshot20
40 Snare081	88 Snare077
41 Tom07	89 Snare060
42 Stick13	90 Snare061
43 Tom08	91 Kick11
44 Close01	92 Kick09
45 Tom09	93 Middle06
46 Open01	94 Stick08
47 Tom10	95 Reverse
48 Tom11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty

56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Acid Program Change 78

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick25	83 Shaker02
36 Kick27	84 Sticks02
37 Rimshot05	85 Clap01
38 Snare059	86 Tambourine02
39 Clap07	87 Rimshot03
40 Snare077	88 Snare059
41 Tom20	89 Snare031
42 Stick06	90 Snare034
43 Tom21	91 Kick17
44 Stick07	92 Kick15
45 Tom22	93 Middle05
46 Close06	94 Close04
47 Tom23	95 Reverse
48 Tom24	96 Applause
49 Crash02	97 Belltree
50 Tom25	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Kick&Snare Program Change 79

14 Empty	62 Kick33
15 Empty	63 Kick34
16 Empty	64 Kick53
17 Empty	65 Kick38
18 Empty	66 Kick27
19 Empty	67 Kick43
20 Empty	68 Snare009
21 Empty	69 Snare010
22 Empty	70 Snare014
23 Empty	71 Snare012
24 Empty	72 Snare013
25 Empty	73 Snare016
26 Empty	74 Snare017
27 Empty	75 Snare077
28 Empty	76 Snare034
29 Empty	77 Snare033
30 Empty	78 Snare056
31 Empty	79 Snare023
32 Empty	80 Snare024
33 Empty	81 Snare021
34 Empty	82 Snare029
35 Empty	83 Snare030
36 Kick01	84 Snare070
37 Kick02	85 Snare071
38 Kick03	86 Snare072
39 Kick04	87 Snare058
40 Kick05	88 Snare031
41 Kick06	89 Snare073
42 Kick07	90 Snare060
43 Kick42	91 Snare074
44 Kick12	92 Snare075
45 Kick13	93 Snare036
46 Kick08	94 Snare035
47 Kick14	95 Snare022
48 Kick15	96 Snare011
49 Kick17	97 Snare051
50 Kick29	98 Snare052
51 Kick28	99 Snare059
52 Kick30	100 Snare061
53 Kick31	101 Snare076
54 Kick35	102 Snare019
55 Kick52	103 Snare032
56 Kick32	104 Snare020
57 Kick19	105 Snare050
58 Kick25	106 Snare068
59 Kick09	107 Snare069
60 Kick51	108 Snare045
61 Kick36	109 Snare046

Jazz Brush Program Change 80

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick06	83 Shaker02
36 Kick13	84 Sticks02
37 Rimshot02	85 Castagnet
38 Snare043	86 Tambourine02
39 Snare024	87 Rimshot05
40 Snare025	88 Snare026
41 Tom13	89 Snare043
42 Stick02	90 Snare023
43 Tom14	91 Middle02
44 Close01	92 Stick03
45 Tom15	93 Close02
46 Open01	94 Open02
47 Tom16	95 Reverse
48 Tom17	96 Applause
49 Crash02	97 Belltree
50 Tom18	98 Empty
51 Ride03	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride04	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Swing Program Change 81

14 Snare039	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi

18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash09	72 Whistle02
25 Snare065	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks03	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick37	83 Shaker02
36 Kick35	84 Sticks02
37 Rimshot10	85 Castagnet
38 Snare040	86 Tambourine02
39 Snare037	87 Rimshot19
40 Snare044	88 Snare041
41 Tom43	89 Snare042
42 Stick02	90 Snare038
43 Tom44	91 Middle01
44 Close01	92 Stick17
45 Tom45	93 Close02
46 Open01	94 Open07
47 Tom46	95 Reverse
48 Tom47	96 Applause
49 Crash08	97 Belltree
50 Tom48	98 Empty
51 Ride06	99 Empty
52 China	100 Empty
53 Ridebell02	101 Empty
54 Tambourine01	102 Empty
55 Splash	103 Empty
56 Cowbell01	104 Empty
57 Crash06	105 Empty
58 Vibraslap	106 Empty
59 Ride07	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Garage Program Change 82

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick18	83 Shaker02
36 Kick09	84 Sticks02
37 Rimshot17	85 Castagnet
38 Snare019	86 Tambourine02
39 Clap01	87 Rimshot02
40 Snare020	88 Snare011
41 Tom01	89 Snare012
42 Stick08	90 Snare013
43 Tom02	91 Middle01
44 Stick10	92 Stick02
45 Tom03	93 Close02
46 Open05	94 Open02
47 Tom04	95 Reverse
48 Tom05	96 Applause
49 Crash02	97 Belltree
50 Tom06	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

U.S. Pop Program Change 83

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Stick05	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick01	83 Shaker02
36 Kick54	84 Sticks02
37 Rimshot17	85 Clap04
38 Snare079	86 Tambourine02
39 Clap03	87 Rimshot12
40 Snare080	88 Snare019
41 Tom07	89 Snare020
42 Stick04	90 Snare021
43 Tom08	91 Kick03
44 Middle04	92 Kick08
45 Tom09	93 Stick03
46 Open01	94 Open02
47 Tom10	95 Close01
48 Tom11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Clap07
51 Ride01	99 Clap08
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride02	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Melorap Program Change 84

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02

32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick50	83 Shaker02
36 Kick21	84 Sticks02
37 Rimshot16	85 Clap01
38 Snare031	86 Tambourine02
39 Clap02	87 Rimshot03
40 Snare029	88 Snare047
41 Tom20	89 Snare048
42 Stick07	90 Snare072
43 Tom21	91 Kick17
44 Stick08	92 Kick15
45 Tom22	93 Middle05
46 Middle06	94 Close04
47 Tom23	95 Reverse
48 Tom24	96 Applause
49 Crash02	97 Belltree
50 Tom25	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Grunge Program Change 85

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Stick07	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick03	83 Shaker02
36 Kick54	84 Stick07
37 Rimshot12	85 Clap02
38 Snare084	86 Tambourine02
39 Clap01	87 Rimshot01
40 Snare085	88 Snare028
41 Tom07	89 Snare009
42 Stick15	90 Snare055
43 Tom08	91 Kick02
44 Stick10	92 Kick08
45 Tom09	93 Stick15
46 Open07	94 Stick10
47 Tom10	95 Reverse
48 Tom11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Contemporary Program Change 86

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Stick12	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick21	83 Shaker02
36 Kick22	84 Stick12
37 Rimshot16	85 Clap09
38 Snare087	86 Tambourine02
39 Clap09	87 Rimshot05
40 Snare033	88 Snare049
41 Tom20	89 Snare053
42 Stick12	90 Snare054
43 Tom21	91 Kick17
44 Close02	92 Kick15
45 Tom22	93 Middle08
46 Open01	94 Stick13
47 Tom23	95 Reverse
48 Tom24	96 Applause
49 Crash02	97 Belltree
50 Tom25	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Urban Program Change 87

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick14	83 Shaker02
36 Kick16	84 Sticks02
37 Rimshot06	85 Castagnet
38 Snare031	86 Tambourine02
39 Clap01	87 Rimshot12
40 Snare030	88 Snare051
41 Tom26	89 Snare058
42 Close04	90 Snare059
43 Tom27	91 Stick07
44 Close01	92 Stick11
45 Tom28	93 Stick18
46 Open05	94 Close01
47 Tom29	95 Reverse
48 Tom30	96 Applause
49 Crash02	97 Belltree

50 Tom31	98 Empty
51 Ride02	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Electro Program Change 88

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick48	83 Shaker02
36 Kick15	84 Sticks02
37 Rimshot01	85 Clap01
38 Snare030	86 Tambourine02
39 Clap02	87 Rimshot05
40 Snare061	88 Snare072
41 Tom07	89 Snare073
42 Close04	90 Snare074
43 Tom08	91 Stick07
44 Middle05	92 Close05
45 Tom09	93 Close03
46 Open02	94 Middle05
47 Tom10	95 Close06
48 To m11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Kick17
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Country Program Change 89

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick42	83 Shaker02
36 Kick06	84 Sticks02
37 Rimshot01	85 Clap02
38 Snare014	86 Tambourine02
39 Clap01	87 Rimshot03
40 Snare012	88 Snare013
41 Tom07	89 Snare011
42 Stick01	90 Snare009
43 Tom08	91 Stick05
44 Close01	92 Stick02
45 Tom09	93 Middle03
46 Open01	94 Open03
47 Tom10	95 Reverse
48 Tom11	96 Applause
49 Crash02	97 Belltree
50 Tom12	98 Empty
51 Ride01	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty
56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride03	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

R&B Program Change 90

14 Snare001	62 Conga Slap
15 Roll01	63 Conga_Hi
16 Roll02	64 Conga_Low
17 Snare002	65 Timbales_Hi
18 Snare003	66 Timbales_Lo
19 Snare004	67 Agogo_Hi
20 Snare005	68 Agogo_Low
21 Snare006	69 Cabasa
22 Tom Flam01	70 Maracas01
23 Tom Flam02	71 Whistle01
24 Crash01	72 Whistle02
25 Snare007	73 Guiro01
26 Fingsnap 01	74 Guiro02
27 Slap	75 Claves01
28 Snare008	76 W_Block_Hi
29 Scratch Up	77 W_Block_Lo
30 Scratch Down	78 Cuica01
31 Sticks01	79 Cuica02
32 Click	80 Triangle01
33 Metronome 01	81 Triangle02
34 Metronome 02	82 Shaker01
35 Kick15	83 Shaker02
36 Kick17	84 Sticks02
37 Rimshot02	85 Clap04
38 Snare074	86 Tambourine02
39 Clap03	87 Rimshot01
40 Snare076	88 Snare016
41 Tom20	89 Snare034
42 Stick07	90 Snare064
43 Tom21	91 Stick08
44 Stick08	92 Stick11
45 Tom22	93 Middle01
46 Middle08	94 Stick06
47 Tom23	95 Middle06
48 Tom24	96 Applause
49 Crash02	97 Belltree
50 Tom25	98 Kick26
51 Ride03	99 Empty
52 Crash03	100 Empty
53 Ridebell01	101 Empty
54 Tambourine01	102 Empty
55 Crash04	103 Empty

56 Cowbell01	104 Empty
57 Crash05	105 Empty
58 Vibraslap	106 Empty
59 Ride01	107 Empty
60 Bongo_Hi	108 Empty
61 Bongo_Low	109 Empty

Pop Super Kit Program Change 91

14 Empty	62 Whistle01
15 Empty	63 Whistle02
16 Empty	64 Guiro01
17 Empty	65 Guiro02
18 Empty	66 Open09
19 Empty	67 Claves01
20 Empty	68 Open10
21 Empty	69 Tambourine01
22 Empty	70 Close07
23 Empty	71 Clap13
24 Empty	72 Clap12
25 Empty	73 Clap14
26 Empty	74 Clap11
27 Empty	75 Fingsnap02
28 Kick55	76 Fingsnap03
29 Roll03	77 Tambora01
30 Kick56	78 Tambora02
31 Roll04	79 Empty
32 Snare096	80 Empty
33 Roll05	81 Empty
34 Snare097	82 Empty
35 Kick57	83 Empty
36 Kick55	84 Empty
37 Rimshot22	85 Empty
38 Snare098	86 Empty
39 Snare100	87 Empty
40 Snare099	88 Empty
41 Tom42	89 Empty
42 Stick21	90 Empty
43 Tom41	91 Empty
44 Stick22	92 Empty
45 Tom40	93 Empty
46 Open08	94 Empty
47 Tom40	95 Empty
48 Tom39	96 Empty
49 Crash10	97 Empty
50 Tom39	98 Empty
51 Ride08	99 Empty
52 Crash11	100 Empty
53 Ridebell03	101 Empty
54 Middle09	102 Empty
55 Crash12	103 Empty
56 Middle10	104 Empty
57 Crash12	105 Empty
58 Open08	106 Empty
59 Ride09	107 Empty
60 Maracas01	108 Empty
61 Maracas02	109 Empty

Funk Super Kit Program Change 92

14 Empty	62 Whistle01
15 Empty	63 Whistle02
16 Empty	64 Guiro01
17 Empty	65 Guiro02
18 Empty	66 Open09
19 Empty	67 Claves01
20 Empty	68 Open10
21 Empty	69 Tambourine01
22 Empty	70 Close07
23 Empty	71 Clap13
24 Empty	72 Clap12
25 Empty	73 Clap14
26 Empty	74 Clap11
27 Empty	75 Fingsnap02
28 Kick55	76 Fingsnap03
29 Roll03	77 Tambora01
30 Kick56	78 Tambora03
31 Roll04	79 Empty
32 Snare091	80 Empty
33 Roll05	81 Empty
34 Snare092	82 Empty
35 Kick57	83 Empty
36 Kick56	84 Empty
37 Rimshot21	85 Empty
38 Snare093	86 Empty
39 Snare094	87 Empty
40 Snare095	88 Empty
41 Tom42	89 Empty
42 Stick21	90 Empty
43 Tom41	91 Empty
44 Stick22	92 Empty
45 Tom40	93 Empty
46 Open08	94 Empty
47 Tom40	95 Empty
48 Tom39	96 Empty
49 Crash10	97 Empty
50 Tom39	98 Empty
51 Ride08	99 Empty
52 Crash13	100 Empty
53 Ridebell03	101 Empty
54 Middle09	102 Empty
55 Crash12	103 Empty
56 Middle10	104 Empty
57 Crash12	105 Empty
58 Open08	106 Empty
59 Ride09	107 Empty
60 Maracas01	108 Empty
61 Maracas02	109 Empty

Power Super Kit Program Change 93

14 Empty	62 Whistle01
15 Empty	63 Whistle02
16 Empty	64 Guiro01
17 Empty	65 Guiro02
18 Empty	66 Open09
19 Empty	67 Claves01
20 Empty	68 Open10
21 Empty	69 Tambourine01
22 Empty	70 Close07
23 Empty	71 Clap13
24 Empty	72 Clap12
25 Empty	73 Clap14
26 Snare101	74 Clap11
27 Snare102	75 Fingsnap02
28 Kick57	76 Fingsnap03
29 Roll03	77 Tambora01
30 Kick56	78 Tambora02
31 Roll04	79 Tambora03
32 Snare103	80 Empty
33 Roll05	81 Empty
34 Snare066	82 Empty
35 Kick55	83 Empty
36 Kick57	84 Empty
37 Rimshot21	85 Empty
38 Snare067	86 Empty
39 Snare088	87 Empty
40 Snare089	88 Empty
41 Tom38	89 Empty
42 Stick21	90 Empty
43 Tom37	91 Empty
44 Stick22	92 Empty
45 Tom36	93 Empty
46 Open08	94 Empty
47 Tom35	95 Empty
48 Tom33	96 Empty
49 Crash10	97 Empty
50 Tom32	98 Empty
51 Ride08	99 Empty
52 Crash11	100 Empty
53 Ridebell03	101 Empty
54 Middle09	102 Empty
55 Crash12	103 Empty
56 Middle10	104 Empty
57 Crash12	105 Empty
58 Open08	106 Empty
59 Ride09	107 Empty
60 Maracas01	108 Empty
61 Maracas02	109 Empty

NOTE ON	9nH kk vv	n(0-0FH) midi channel, kk(01H-7FH)=NOTE ON vv=velocity(01H-7FH) (vv=0 means NOTE OFF)
NOTE OFF	8nH kk vv 9nH kk 00H	n(0-0FH) midi channel, kk(01H-7FH)=NOTE OFF vv=don't care if command 8nH
PITCH BEND	EnH bl bh	Pitch Bend as specified by bl(low) bh(high), bl=(00H-7FH),bh=(00H-7FH) 14 bit resolution. Maximum swing is +/-1 tone (default). (Can be changed using RPN 0000H) Center position is bl=00H bh=40H Min. bl=00H bh=00H, Max. bl=7FH bh=7FH
PROGRAM CHANGE	CnH pp	Program change. If n=09H Drumset change. Refer to voices or drumset list.
CHANNEL	DnH vv	vv=pressure value(00H-7FH).
CONTROL 00H	BnH 00H cc	Bank select. See voices list for details.
CONTROL 01H	BnH 01H cc	Modulation wheel. Rate, Assignment can be set using System excl.
CONTROL 05H	BnH 05H cc	Portamento time
CONTROL 06H	BnH 06H cc	Data Entry. Provides data to RPN NRPN
CONTROL 07H	BnH 07H cc	Volume
CONTROL 0AH	BnH 0AH cc	Pan. (Default 40H)
CONTROL 0BH	BnH 0BH cc	Expression. (Default 7FH)
CONTROL 40H	BnH 40H cc	Sustain. (Dumper pedal) On=7FH, Off=00H
CONTROL 41H	BnH 41H cc	Portamento. On/Off On=7FH, Off=00H
CONTROL 42H	BnH 42H cc	Sostenuto pedal On=7FH, Off=00H
CONTROL 43H	BnH 43H cc	Soft pedal On=7FH, Off=00H
CONTROL 5BH	BnH 5BH cc	Auxiliary channel1 Reverb send vv=00H-7FH
CONTROL 5DH	BnH 5DH cc	Auxiliary channel2 Effects send vv=00H-7FH (chorus,delay,distorsor)
CONTROL 77H	BnH 77H 00H	Reset all NRPN (see note 1).
CONTROL 78H	BnH 78H 00H	All sound off. (Abrut stop of sound on channel n)
CONTROL 79H	BnH 79H 00H	Reset all controllers
CONTROL 7BH	BnH 7BH 00H	All Notes Off
CONTROL 7EH	BnH 7EH 00H	Mono on
CONTROL 7FH	BnH 7FH 00H	Poly On (default)
CONTROL 54H	BnH 54H cc	Wha-Wha On/Off On=7FH Off=00h
CONTROL 55H	BnH 55H cc	Wha-Wha Amount cc=00H-7FH
CONTROL 10H	BnH 10H 00H	Vocalizer midi mode on
CONTROL 11H	BnH 11H 08H	Vocalizer midi mode on
RPN 0000H	BnH 65H 00H	64H 00H 06H vv Pitch Bend sensivity in semitones (default vv=02H)
RPN 0001H	BnH 65H 00H	64H 01H 06H vv Fine tuning in cents. vv=00H (-100) vv=40h (0) vv=7FH (+100)
RPN 0002H	BnH 65H 00H	64H 02H 06H vv Coarse tuning in half-tones vv=00H (-64) vv=40H (0) vv=7FH (+64)
NRPN 0108H	BnH 63H 01H	62H 08H 06H vv Lfo1 Rate modify (vv=40H no modify)
NRPN 0109H	BnH 63H 01H	62H 09H 06H vv Dco Depth modify (vv=40H no modify)
NRPN 010AH	BnH 63H 01H	62H 0AH 06H vv Lfo1 Delay modify (vv=40H no modify)
NRPN 0110H	BnH 63H 01H	62H 10H 06H vv Lfo2 Rate modify (vv=40H no modify)
NRPN 0111H	BnH 63H 01H	62H 11H 06H vv Lfo2 Delay modify (vv=40H no modify)
NRPN 0112H	BnH 63H 01H	62H 12H 06H vv Dcf Depth modify (vv=40H no modify)
NRPN 0113H	BnH 63H 01H	62H 13H 06H vv Dca Depth modify (vv=40H no modify)
NRPN 0120H	BnH 63H 01H	62H 20H 06H vv TVF cutoff freq. modify (vv=40H no modify)
NRPN 0121H	BnH 63H 01H	62H 21H 06H vv TVF Resonance modify (vv=40H no modify)
NRPN 0130H	BnH 63H 01H	62H 30H 06H vv FM Amplitude1 (vv=40H no modify)
NRPN 0131H	BnH 63H 01H	62H 31H 06H vv FM Amplitude2 (vv=40H no modify)
NRPN 0132H	BnH 63H 01H	62H 32H 06H vv FM Amplitude3 (vv=40H no modify)
NRPN 0133H	BnH 63H 01H	62H 33H 06H vv FM Amplitude4 (vv=40H no modify)
NRPN 0163H	BnH 63H 01H	62H 63H 06H vv Env. attack time modify (vv=40H no modify)
NRPN 0164H	BnH 63H 01H	62H 64H 06H vv Env. decay time modify (vv=40H no modify)
NRPN 0166H	BnH 63H 01H	62H 66H 06H vv Env. release time modify (vv=40H no modify)
NRPN 016BH	BnH 63H 01H	62H 6BH 06H vv Env. sustain time modify (vv=40H no modify)
NRPN 18rrH	BnH 63H 18H	62H rr 06H vv Pitch Course of drum instr. in semitones rr=note vv=40H no modify (see note 2)
NRPN 19rrH	BnH 63H 19H	62H rr 06H vv Pitch Fine of drum instr. in semitones rr=note vv=00h no modify vv=7FH +1/2 tone (see note 2)
NRPN 1ArrH	BnH 63H 1AH	62H rr 06H vv Level of drum instr. note rr. vv=00h to 7FH (see note 2)
NRPN 1CrrH	BnH 63H 1CH	62H rr 06H vv Pan of drum instr. note rr. vv=00h to 7FH (see note 2)
NRPN 1DrrH	BnH 63H 1DH	62H rr 06H vv Reverb send level of drum instr. note rr. vv=00h to 7FH (see note 2)
NRPN 1ErrH	BnH 63H 1EH	62H rr 06H vv Chorus send level of drum instr. note rr. vv=00h to 7FH (see note 2)

Control Change

■ Modulation wheel

Status Byte 2 Byte 3
BnH 01H mmH n = LC-1 or HC-1 (lead or harmony MIDI channel)
mm = modulation amount : 00H -7FH

■ Portamento time

Status Byte 2 Byte 3
BnH 05H ttH n = LC-1 or HC-1 (lead or harmony MIDI channel)
tt = portamento time : 00H -7FH (default = 00H)

■ Volume

Status Byte 2 Byte 3
BnH 07H vvH n = LC-1 or HC-1 (lead or harmony MIDI channel)
vv = volume : 00H -7FH (default = 64H = 100)

■ Pan

Status Byte 2 Byte 3
BnH 0AH ppH n = LC-1 or HC-1 (lead or harmony MIDI channel)
pp = pan : 00H -7FH (default = 40H = 64)
0 = full left, 64 = center, 127 = full right

■ Expression

Status Byte 2 Byte 3
BnH 0BH eeH n = LC-1 or HC-1 (lead or harmony MIDI channel)
ee = expression : 00H -7FH (default = 7FH)

■ Portamento On/Off

Status Byte 2 Byte 3
BnH 41H ppH n = LC-1 or HC-1 (lead or harmony MIDI channel)
pp = switch : 00H = off, 01H -7FH = on (default = 00H)

■ Reverb/Echo Send Level

Status Byte 2 Byte 3
BnH 5BH rrH n = LC-1 or HC-1 (lead or harmony MIDI channel)
rr = reverb/echo send level: 00H -7FH (default = 64H)

■ Pitch Bend Change

Status Byte 2 Byte 3
EnH llH mmH
n = LC-1 or HC-1 (lead or harmony MIDI channel)
ll = value LSB : 00H -7FH (default = 00H)
mm = value MSB : 00H -7FH (default = 40H)
MSB-LSB : 00-00H = -1 octave, 40-00H = no pitch bend, 7F-7FH = +1 octave

Non Registered Parameter Numbers

Note: All NRPN messages are to be sent through harmony or lead MIDI channels (HC or LC).

■ System NRPN

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
Main volumes, modes and switches				
96	0	0...127	127	*Master volume:* affects the whole system output
96	01	0, 1	0	*Vocalizer mode*: 0 = **MIDI Mode**: 5 harmony voices driven by MIDI messages sent through the harmony channel. 1 = **Auto-Chord Mode**: no note on/off decoded, whatever the midi channel is. The vocalizer detects the note sung into the microphone and computes the notes (up to 5) to be synthesized automatically according to a harmony table. This table indicates the transposition amount of each virtual voice (in semitones) depending on the detected note. 96 preset tables are available and can be simply called by NRPN 96-18. See this NRPN for the list of the presets. When such a NRPN is sent, the preset table overwrites the current one. In addition to these presets, you can program your own table and download it into the vocalizer with a System Exclusive message. See the Sysex part for additional information.
96	05	0, 1...127	1	*Lead voice switch*: 0: off (muted), 1...127: on
96	06	0, 1...127	0	*Lead channel processing switch*: 0: off = Pitch correction and Voice transform blocks (see synoptic) are bypassed. NRPNs 97-02 to 97-11 have no effect. 1...127: on = full lead channel processing mode.
96 96	07 10	0, 1...127 0…5	1 2	*Harmony switch*: 0: off (muted), 1...127: on
				MIDI track transpose: -2, -1, 0, +1, +2 (data MSB=0 to 4) octaves or automatic (data MSB=5). Allow the MIDI notes messages to be transposed in octave increments. This parameter is set correctly if the vocalizer synthesizes the same note as the singer in Melody mode and with harmony part muted. In auto mode, the vocalizer dynamically transposes the MIDI notes to the closest octave to the input signal.
96	15	1 ... 16 ≠ LC	16	*Harmony MIDI channel*: harmony MIDI channel (HC). After you use this command, the harmony MIDI channel will change, so you'll need to send all the following MIDI messages into the new channel. **Harmony and melody MIDI channels must be different: if you try set the harmony channel at the current melody channel value, the command will be ignored**. You must move the melody to another channel before.
96	16	1 ... 16 ≠ HC	1	*Lead MIDI channel*: lead voice MIDI channel (LC). After you use this command, the lead voice MIDI channel will change, so you'll need to send all the following MIDI messages to the new channel. **Harmony and melody MIDI channels must be different: if you try set the melody channel at the current harmony channel value, the command will be ignored**. You must change the harmony to another channel before.

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
96	17	0…23	23	*Virtual voice presets*: presets for Virtual voice feature. Calling a preset overwrites the current Voice transform (vibrato, formant, tone…) and EQ parameters of the lead voice. Calling a preset also turns “Lead channel processing switch” (NRPN 96-06) on automatically. Presets are: 0 -Pop 1 -Mellow 2 -Teen pop 3 -Soft air 4 -Dark 5 -Energy 6 -Delicate 7 -Opera 8 -Crooner 9 -Light 10 -Tremolo 11 -Vibrato 12 -Breathy 13 -Shaky 14 -Phone 15 -Angel 16 -Alien 17 -Cartoon 18 -Nasal 19 -Strange 20 -Deep 21 -Girl 22 -Drunk 23 -*default*
96	18	0…11, 12...23, 24...35, 36...47, 48...59, 60...71, 72...83, 84...95, 96...107, 108...119	none	*Auto-Chord presets*: preset tables for Auto-Chord mode (NRPN 96-01 data 07). These preset tables are uploaded by the user through a sysex message (sysex ID=1), so you must send such a sysex at least once before using this NRPN. Please refer to the sysex section for more information regarding the content of the preset tables and how to upload them into Voicetron. This NRPN builds a harmony table from a root and one of the 10 stored preset tables. The NRPN value is formatted as follows: Value = 12 * Table number + Root Table number ranges from 0 to 9 and Root from C=0 to B=11. For instance, if you have uploaded the following harmonies in the preset tables: Major, Minor, Major 7th, Minor 7th, ... you can then get a D minor harmony by sending a NRPN value of: 12 * Minor + D = 12 * 1 + 2 = 14. To get an Am7 chord, you will have to send: 12 * Minor 7th + A = 12 * 3 + 9 = 45 Note: if you’ve downloaded a custom harmony table (using a Sysex 0), calling this NRPN will overwrite it.
96	19	0, 1	0	*Vocalizer output*: 0 = Main, 1 = Aux

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
Pitch to MIDI conversion				
96	11	0, 1...127	0	*Pitch to MIDI switch*: enables pitch to midi conversion. Refer to “Pitch output” section for more information about this feature.
96	12	0...4	2	*Note trigger sensitivity*: this parameter affects the responsiveness of the algorithm for triggering a new MIDI note. Lower values makes the algorithm require a more stable pitch before sending a Note On message. Higher values makes the algorithm respond faster on note onsets (lower perceived latency), but increases the likeliness of artifacts. You can also use NRPN 96-14 to mitigate potential artifacts while keeping the latency low enough.
96	13	0...4	2	*Pitch transition tolerance*: affects the way the algorithm handles pitch transitions between notes, i.e. when the pitch glides from a note to another. The lower the tolerance, the more the algorithm will consider these transitions as a discontinuity: it will therefore send a Note Off to shut down the old note, then a Note On to start a new note after the transient. The higher the tolerance, the more the algorithm will consider theses transitions as a glissando: it will keep the current note playing while adjusting its tuning to follow the input pitch.
***Note**: you must always have “Note trigger sensitivity” ≤ “Pitch transition tolerance”. By design, it is impossible to have a high “Note trigger sensitivity” and a low “Pitch transition tolerance” at the same time. Therefore, if you set one of these two parameters, the other may be automatically adjusted to comply with this constraint.*				
96	14	0...127	16	*Pitch to MIDI level threshold*: this parameter adjusts the input signal level under which no MIDI note will be output. You may want to raise this threshold in a noisy environment for instance, to avoid unwanted short MIDI notes to be triggered during silent or low level sections (consonants). This parameter may also be used to reduce artifacts on note onsets, in conjunction with NRPN 96-12. The shift amount to 0, enabling this mode and playing the loop, the developer can tweak the sensitivity parameter by listening to what audio events the algorithm considers as the critical sections to preserve. There must be enough of them but not too many (see warning above). Note: enabling this mode without being in drum mode will result in muting the shifter (no beat is detected when not in drum mode, so no sound will be output)

■ Lead voice NRPN

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
97	00	0...127	127	*Lead level*: input voice output level
97	01	0...64...127	64	*Lead pan*: same as control 10 on lead MIDI channel (LC)
Voice transform parameters				
97	02	40...64...88	64	*Transpose*: -24...0...+24 semitones
97	04	0...64...127	64	*Formant*: formant control
97	05	0...38	38	*Tone frequency*: low pass filter resonance frequency
97	06	64...71	64	*Tone resonance*: low pass filter resonance intensity
97	07	0...127	0	*Vibrato depth*: up to ± 1 semitone
97	08	0...9	0	*Vibrato style*: 10 different vibrato styles
97	09	0...127	48	*Vibrato rate*: up to approximately 12Hz
97	10	0...127	100	*Vibrato delay*: 0…3 seconds

■ Harmony voices NRPN

NRPN MSB	NRPN LSB	Data MSB	Default value	*Parameter*
99	00	0...127	96	*Harmony global level: harmony parts global level (same as Control 7 on channel #HC). Acts on all the harmony voices as a global volume control without overwriting the independent harmony part levels (NRPN 99-06 to 99-10). Harmony voice N volume is: Harmony Global level * Harmony voice N volume*
99	01	0...64...127	64	*Voice 1 pan. Warning: a Control 10 message (pan) will overwrite this setting.*
99	02	0...64...127	64	*Voice 2 pan. Warning: a Control 10 message (pan) will overwrite this setting.*
99	03	0...64...127	64	*Voice 3 pan. Warning: a Control 10 message (pan) will overwrite this setting.*
99	04	0...64...127	64	*Voice 4 pan. Warning: a Control 10 message (pan) will overwrite this setting.*
99	05	0...64...127	64	*Voice 5 pan. Warning: a Control 10 message (pan) will overwrite this setting.*
99	06	0...127	127	*Voice 1 volume*
99	07	0...127	127	*Voice 2 volume*
99	08	0...127	127	*Voice 3 volume*
99	09	0...127	127	*Voice 4 volume*
99	10	0...127	127	*Voice 5 volume*
99	11	0...64...127	64	*Voice 1 formant*
99	12	0...64...127	64	*Voice 2 formant*
99	13	0...64...127	64	*Voice 3 formant*
99	14	0...64...127	64	*Voice 4 formant*
99	15	0...64...127	64	*Voice 5 formant*
99	16	0...38	38	*Voice 1 tone frequency: harmony voice low pass filter cutoff frequency*
99	17	0...38	38	*Voice 2 tone frequency*

99	18	0...38	38	*Voice 3 tone frequency*
99	19	0...38	38	*Voice 4 tone frequency*
99	20	0...38	38	*Voice 5 tone frequency*
99	21	64...71	64	*Voice 1 tone resonance: harmony voice low pass filter resonance amount*
99	22	64...71	64	*Voice 2 tone resonance*
99	23	64...71	64	*Voice 3 tone resonance*
99	24	64...71	64	*Voice 4 tone resonance*
99	25	64...71	64	*Voice 5 tone resonance*
99	26	0...64...127	64	*Voice 1 detune: -50...0...+50 cents*
99	27	0...64...127	64	*Voice 2 detune*
99	28	0...64...127	64	*Voice 3 detune*
99	29	0...64...127	64	*Voice 4 detune*
99	30	0...64...127	64	*Voice 5 detune*
99	31	0...127	0	*Voice 1 vibrato depth: up to ±1 semitone*
99	32	0...127	0	*Voice 2 vibrato depth*
99	33	0...127	0	*Voice 3 vibrato depth*
99	34	0...127	0	*Voice 4 vibrato depth*
99	35	0...127	0	*Voice 5 vibrato depth*
99	36	0...127	48	*Voice 1 vibrato rate: up to approximately 12Hz*
99	37	0...127	48	*Voice 2 vibrato rate*
99	38	0...127	48	*Voice 3 vibrato rate*
99	39	0...127	48	*Voice 4 vibrato rate*
99	40	0...127	48	*Voice 5 vibrato rate*
99	41	0...127	100	*Voice 1 vibrato delay: 0…3 seconds*
99	42	0...127	100	*Voice 2 vibrato delay*
99	43	0...127	100	*Voice 3 vibrato delay*
99	44	0...127	100	*Voice 4 vibrato delay*
99	45	0...127	100	*Voice 5 vibrato delay*
99	46	0…127	48	*Voice 1 humanization amount: humanization applies small pitch variations extracted from the input signal to make the harmony voices sound more natural*
99	47	0…127	48	*Voice 2 humanization amount*
99	48	0…127	48	*Voice 3 humanization amount*
99	49	0…127	48	*Voice 4 humanization amount*
99	50	0…127	48	*Voice 5 humanization amount*
99	51	0, 1...127	0	*Voice 1 portamento switch*
99	52	0, 1...127	0	*Voice 2 portamento switch*
99	53	0, 1...127	0	*Voice 3 portamento switch*
99	54	0, 1...127	0	*Voice 4 portamento switch*
99	55	0, 1...127	0	*Voice 5 portamento switch*
99	56	0…127	32	*Voice 1 portamento time*
99	57	0…127	32	*Voice 2 portamento time*
99	58	0…127	32	*Voice 3 portamento time*
99	59	0…127	32	*Voice 4 portamento time*
99	60	0…127	32	*Voice 5 portamento time*

■ Effects NRPN

NRPN 84H	NRPN 4H	Data MSB	Default value	Parameter
Compressor				
100	00	0,1...127	0	*Compressor switch*: 0: Off 1...127: On
100	01	0...127	0	*Attack time*: 0=fast attack (0.1 ms), ... 60=1ms. .. . 100= 10ms, 127=slow attack (100ms), exp. curve
100	02	0...127	0	*Release time*: 0=fast release (10ms) , ...60= 100 ms, ... 100=1 s. 127=slow release (5s), exp. curve
100	03	0...127	0	*Threshold*: 127=0dB, 96=-6dB, 64=-12dB, 45=-18dB, 32=-24dB, 16=-36dB, 8=-48dB , 0=-64dB
100	04	0...127	48	*Ratio*: 127=1/128 (128:1), 126=2/128 (64:1), 125=3/128, ... 64=64/128 (2:1), ... 0=1:1
100	05	0...127	48	*Boost* (applied to signal after compression) : 127=x8, 64=x4,32=x2, 16 to 0=x1
100	06	0...7	0	*Compressor preset*: calls a compressor preset, i.e. overwrites NRPN 100-01 t0 100-05 with predefined values. See table below for description of the presets.
Lead EQ				
101	32	40... 64... 76	64	*Input gain:* -24dB .. . 0dB ... +12dB (1 dB step)
101	0-9	50... 64... 78	64	Band *gain:* -14dB...0dB.. .+14dB (1 dB step)
Harmony EQ				
102	32	40...64...76	64	*Input gain:* -24d B ... OdB .. . +12dB (1 dB step)
102	0-9	50...64...78	64	Band *gain:* -14dB...OdB.. .+14dB (1 dB step) Reverb/Ech0
Reverb/Echo				
103	00	0...127	0	*Lead voice reverb send level:* same as CC #5Bh on lead channel
103	01	0...127	0	*Harmony reverb send level:* same as CC #5Bh on harmony channel
103	02	0...127	127	*Reverb level*
103	03	0...127	127	*Echo level*
103	04	0...127	-	*Reverb time:* 0=40ms
103	05	0...127	-	*Echo time:* 0=40ms to 127=400ms
103	06	0...127	-	*Reverb/echo high pass filter* on *input:* 0= no filter
103	07	0...127	-	*Reverb* damp: high frequency filter on reverb decay
103	08	0...127	-	*Echo* damp: high frequency filter echo feedback
103	09	0...127	-	*Echo feedback*
103	10	0...18	0	*Reverb preset:* calls a reverb preset. See table below for description of the presets.
103	11	0...8	0	*Echo preset:* calls on echo preset. See table below for description of the presets.
103	12	0...127	127	*Reverb input level*
103	13	0...127	0	*Echo input level*
103	14	0...127	0	*Send echo to reverb*

Note: EQ band frequencies are fixed to the following values:

Band	1	2	3	4	5	6	7	8	9	10
Frequency	100Hz	160Hz	265Hz	430Hz	700Hz	1.1kHz	1.9kHz	3kHz	5kHz	8kHz

■ Reset NRPN

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
104	00	0	-	*Soft reset:* sets most of the vocalizer parameters to their default value + all notes off. The following parameters are reset : -pan (Control 10) -expression (Control 11) -portamento (Controls 5 & 65) -pitch bend -lead / harmony switches (System NRPN 5 to 7) -voice transform controls (System NRPN 17) -harmony formant & tone controls (Harmony NRPN 11 to 25) -vibrato (Harmony NRPN 26 to 45) -humanization (Harmony NRPN 46 to 50)

Technical data

KEYBOARD	76 semi-weighed buttons, 8 dynamic curves. Pitch, modulation, aftertouch and portamento controls. Operating system updatable via USB port. 17 volume slider controls (with 1 assignable). 10 assignable user tab functions.
DISPLAY	320x240 pixel TFT colour graphic display.
HARD DISK	80 GB ATA 2.5".
USB	2 USB host + 1 USB device.
MASS STORAGE DEVICES	USB sticks, USB floppy disks, MP3 players, CD-ROM and DVD-ROM, HD.
SOUND GENERATION	360 MB PCM wavetable (32 MB rewritable by user). 384 Orchestral presets. Stereo and multi-layer Voices. 512 GM2 sounds. 32 parts multitimbral.
POLYPHONY	197 notes.
VOICE LIST	Up to 320 custom sound locations.
ORGAN DRAWBARS	9 digital drawbars, slow/fast rotor, percussion and overdrive.
PROGRAMS	320 programs. 3 Voices layered, 3 splits. Functions: sustain, portamento, velocity switch, duet, trio, morphing, steel, slide, harmony. Editing: ADSR, cut off, resonance, effects. Twin 2nd Voice. RAM/Ins: 64 MB RAM for sounds loadable from disk. Quick loading in multitask mode.
PROFESSIONAL MULTIPLAYER	2 x WAV, 2 x MP3, 2 x MIDI. Real time stretching and audio transposition. Play list, Autoplay. HD recording on 2 tracks. MP3 encoder (with modifiable resolution). Audio Ripper from CD with wave transform and built-in saving.
MIDIFILE PLAYER	SMF player with KAR file (karaoke) and TXT file (text). KAR and MIDI file conversion type 0 to type 1. Jukebox. Intelligent transposition. Song chain. Drum & bass. Lead on/off . Possibility to save new song set-up within MIDI files.
AUDIO REMIX	Synchronisation of audio tracks to MIDI fi les or styles.
SEQUENCER	Real time Song recording.
REGISTRATIONS	Single and block mode.
DRUM-1	53 user drum sets. 10 percussion sections. Drum mixer. Manual drums.
DRUM-2 (Audio)	240 live drums (acoustic, electro, jazz and Latin loops).
REAL AUDIO ARRANGER	Up to 334 styles. Real audio drums sequences. Live accompaniment tracks including acoustic and electric guitars. 4 arrangers for style: A, B, C, D. 3 intro/ending, 4 fill ins, 4 breaks. Manual bass. Jump. Tap tempo. Accelerando-ritardando. Auto Mute for single arranger parts. After fill. Slow/fast tempo. Bass pedal board functions. Recognition of standard and rootless chords. Assignable voice to Arranger. Pianist: standard and auto mode. Bassist.
OCTAVE/DOUBLE	Octave selection +/- 24 semitones. Octave doubling.
HARMONY	Full, jazz, bluegrass, trill, repeat, folk 1, folk 2, 2-hands, echo-tap.
TRANSPOSER	Transposition of +/- 24 semitones.
ARABIC SCALE	13 settings for the Arabic scale, assignable with footswitch. Tuning +/- 99 cents of a note.
ACCORDION	Accordion functions with international and Belgian system. Controllable dynamics of bass and chords. Octave selectable on manual bass and chord. Manual drum on bass and chords.
DSP EFFECTS	3 new multi-effect DSPs. Reverb, chorus, flanger, delay, phaser, tremolo, tap delay 4/8, wha-wha, distortion, overdrive, slow/fast rotor, parameters 4-band equalizer.
MICROPHONE 1&2	2 microphone inputs with separate gain control, 10-band equalizer, echo, reverb, pan, pitch shift, talk, voice transformation.
VOICETRON	Harmonizer with 5 separate voices by Ketron. Vocoder mode, auto-harmony by using the arranger, vocalizer track on MIDI file, advanced editing on all 5 voices.
MIDI	In 1, In 2, Out, Thru. 32 MIDI channels. GM2 Standard.
OUTPUTS	Left/mono, right. 4 separate assignable outputs (2 stereo or 4 mono). Digital S/PDIF input and output. Stereo headphone.
INPUTS	2 XLR microphone inputs. 2 line in inputs (2 stereo or 2 mono). Sustain and pedal volume. Footswitch (6 or 13 switches).
VIDEO INTERFACE	Systems PAL, NTSC, Super VHS. VGA monitor, mirror, zoom, karaoke. Screen size and positioning controls. Resolution: 640x480.
INCLUDED ACCESSORIES	Video interface, hard drive, Voicetron vocalizer, power cord, user manual, music rest.
OPTIONAL ACCESSORIES	Hard case, sustain pedal piano type, volume pedal, pedal controls FS6/FS13 MIDI bass pedals.
POWER	Automatic voltage detection - 110V/60Hz – 240V/50Hz (plug and play).
DIMENSIONS	L x W x H = 114 cm x 43 cm x 15 cm (45" x 17" x 6").
WEIGHT	18.5 Kg (38 lbs).

Notes

Due to continuing product improvement efforts, specifications and appearance are subject to change without notice.
Please visit frequently our website www.ketron.it to check for software updates, user manuals, etc.

Notes

KETRON s.r.l.
Via Giuseppe Taliercio n. 7
60131 Ancona (Italy)
Tel. +39 071 285771
Tel. +39 071 2857748
www.ketron.it
email: ketron@ketron.it

Printed in Italy